PS2 Awards Special!

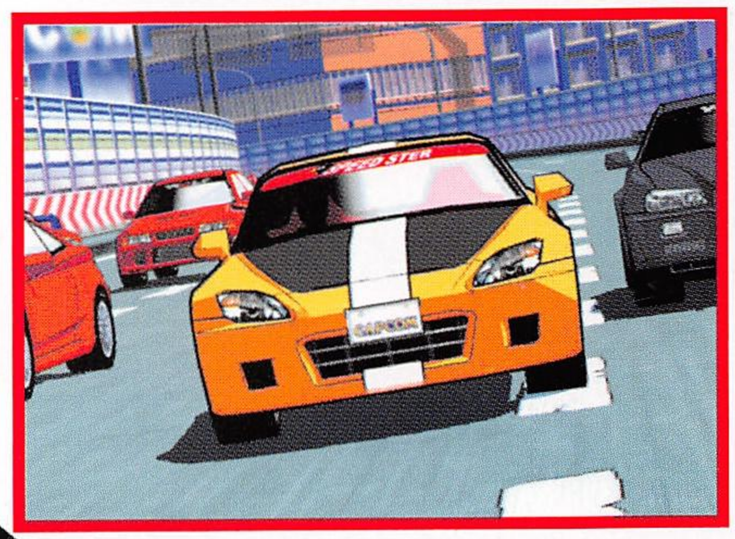
FFX & MGS2: BRAND-NEW SECRETS!

% INDEPENDENT

PSM

PLAYSTATION 2 MAGAZINE

CAPCOM'S FIRST RACER
We talk to the creator inside!



GAME of the YEAR

There can be only one — Did your favorite game make the grade?

TEKKEN 4
First PS2 Screens!

New Looks:
- Onimusha 2
- Kingdom Hearts
- Final Fantasy XI
- Spider-Man: The Movie

MAXIMO

Our GIANT-SIZED Review shows why you MUST buy this game! PLUS: Beginner's Tips!

Choose Your Battle

No where is safe. From the caves below to the skies above, evil will fight the forces of darkness that threaten civilization.

MATURE
M
CONTENT RATED BY ESRB

Blood and Gore
Violence

Drakan: The Ancients' Gates is a trademark of Sony Computer Entertainment America Inc. Developed by

www.scea.com

DRAKAN
THE ANCIENTS' GATES

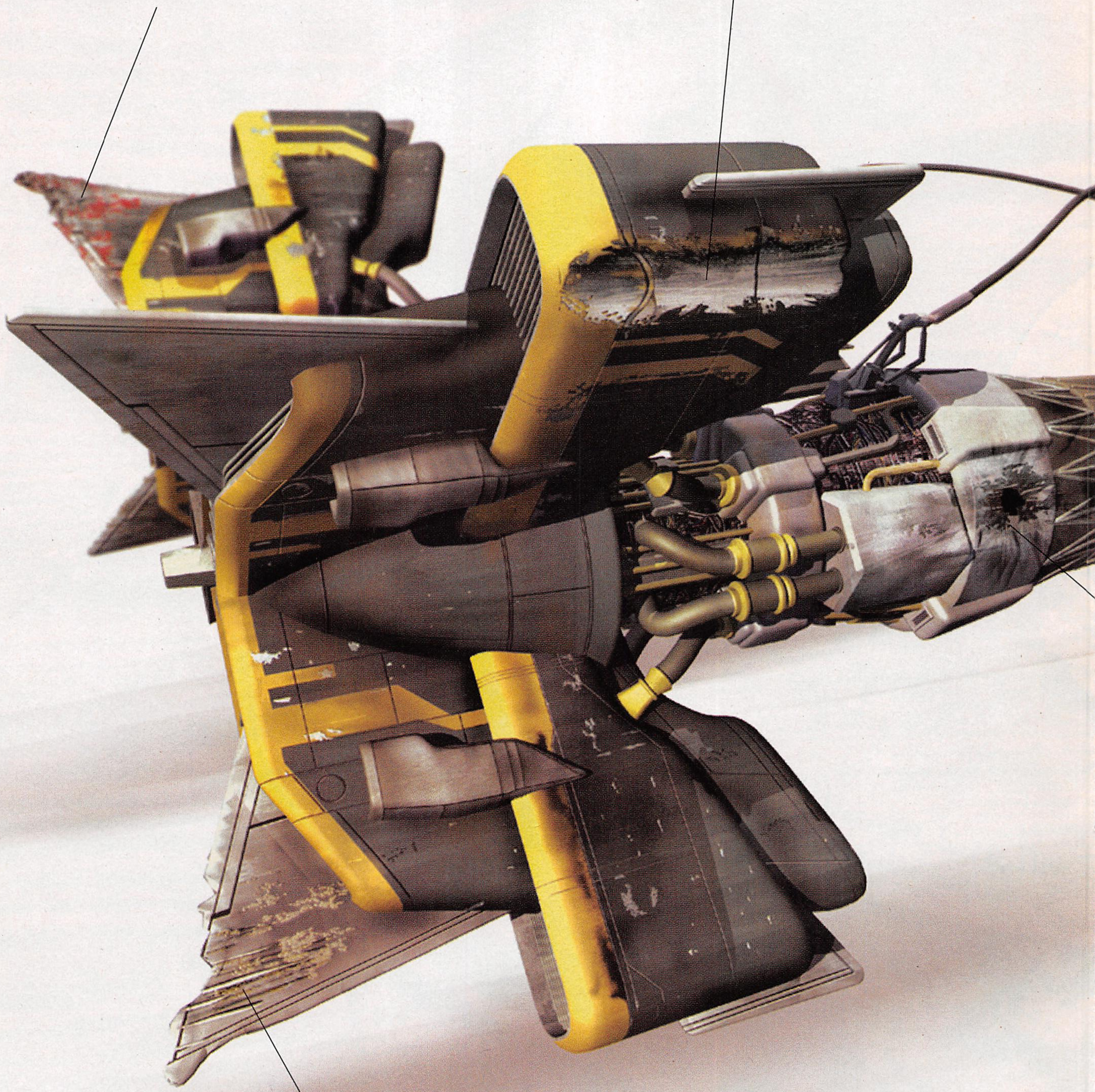
will attack from all sides. As Rynn and Arokh,
So sharpen your swords and prepare for battle.

PlayStation 2

Surreal Software, Inc. © 2002 Sony Computer Entertainment America Inc.

Shrapnel impact at 600+mph,
Mon Calamari.

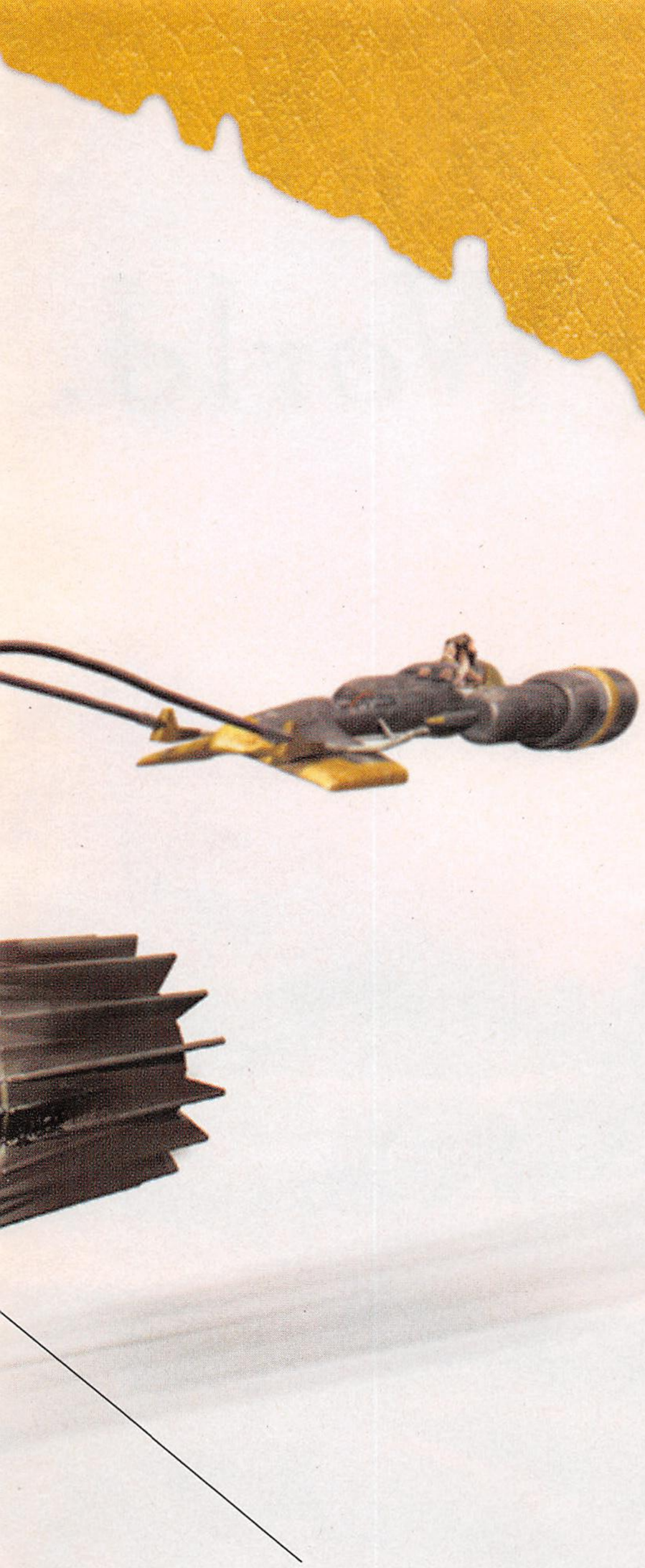
Swapping paint with Skywalker,
Tatooine.



Turbo-boost slice between canyon wall and Oud Bolt,
Sullust.

PlayStation 2

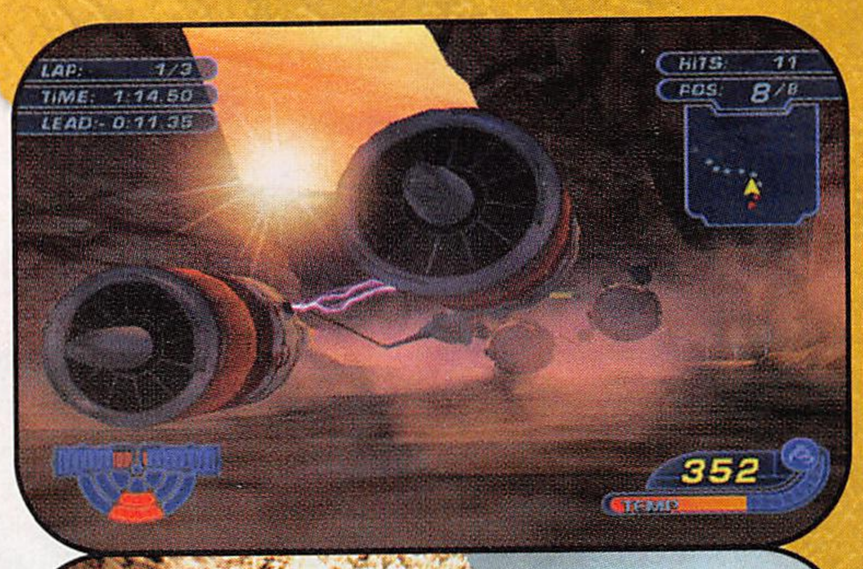
© 2002 LucasArts Entertainment Company LLC. © 2002 Lucasfilm Ltd. & TM or ® as indicated. All rights reserved. Used under authorization. LucasArts and the LucasArts logo are registered trademarks of Lucasfilm Ltd. "Playstation", and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.



Tusken Raider target practice,
Badlands.

THE ANATOMY OF SPEED.

IT'S A FIGHT TO THE FINISH AT 600MPH. GO HEAD-TO-HEAD AGAINST 18 OF THE GALAXY'S MOST AGGRESSIVE PODRACERS. WITH 14 HARROWING TRACKS ON 5 WORLDS, FACE TERRIFYING CHALLENGES AT EVERY TURN. GOT THE GUTS TO GO FOR IT?



STAR WARS® RACER REVENGE™

WWW.RACER-REVENGE.COM

rainbow STUDIOS

EVERYONE E CONTENT RATED BY ESRB — Mild Violence

LUCAS Arts®

Official *Star Wars* Web Site
www.starwars.com

A New World.

EIDOS INTERACTIVE
GAMES WITH CHARACTER

CORE

EVERYONE
E
CONTENT RATED BY ESRB

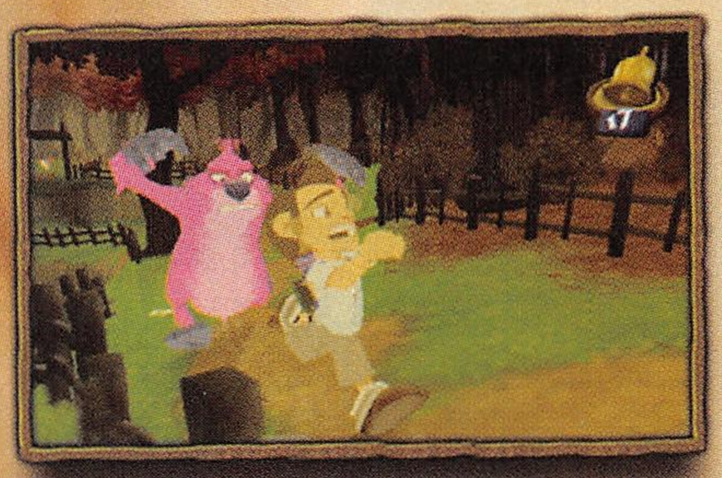
Comic Mischief

HerdyGerdyGame.com

Herdy Gerdy, Core Design, Core, the Core logo and related characters are all trademarks of Core Design, Ltd. ©2001 Core Design, Limited. Developed by Core Design. Published by Eidos Interactive. Eidos, Eidos Interactive, and the Eidos Interactive logo are all registered trademarks of Eidos Interactive, Inc. ©2001 Eidos Interactive, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. All rights reserved.

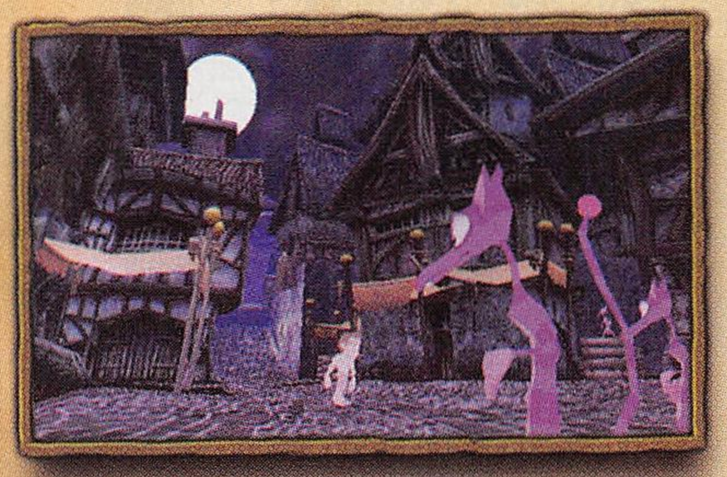
A New Hero.

PlayStation®2



Immerse yourself in a living, breathing world featuring lush environments and fluid animation.

Control a variety of unruly species, each with their own intellects, personalities and behavior patterns.



Embark on an epic adventure designed for the next-generation gamer.

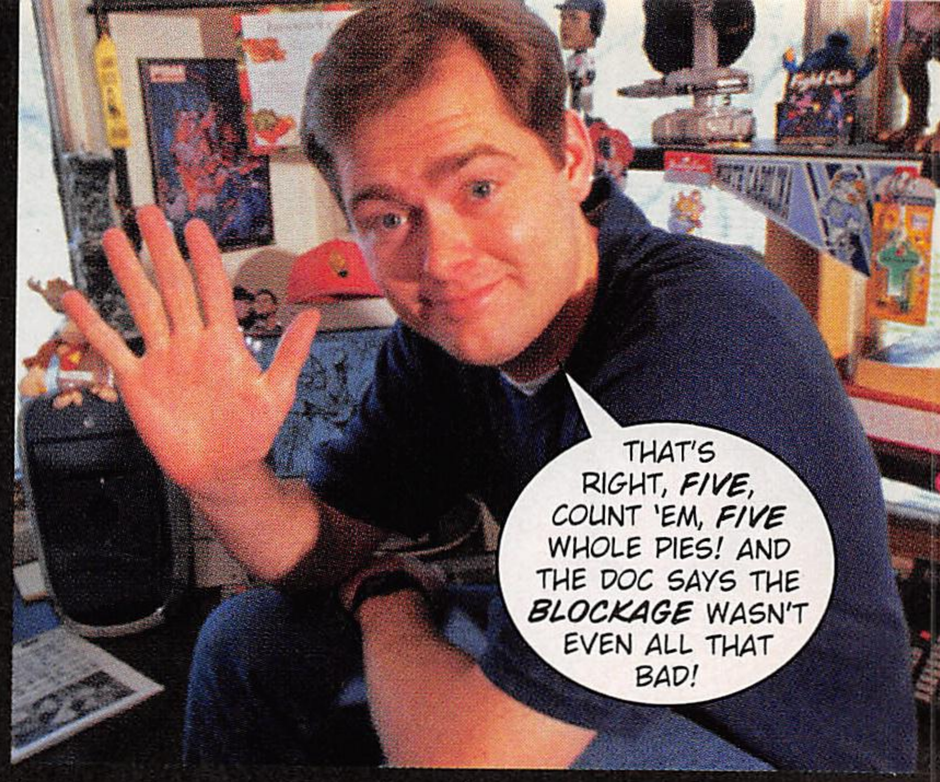
"One of the most beautiful games to ever grace a console...and it's got depth to match its graphics." –PSM

HERDY GERDY™

February 2002

START

Welcome to the world's best PlayStation 2 magazine



AND THIS YEAR'S WINNER IS...

We've got a lot of cool things lined up this issue, but for me, nothing's more exciting than choosing our Game of the Year. The process can be grueling, as we debate for weeks on our final PSM 10 list. But in the end, all of our hard work just makes the final list that much better. Years from now, we'll look back on these ten games and remember just how great gaming was in 2001.

Now, on to those other "cool things" that I mentioned. You have GOT to check out *Maximo* — this game may not be a household name *yet*, but it will be. And speaking of hot Capcom games, we've also got the scoop on *Onimusha 2*, and *Auto Modellista*, the company's first racing title. And don't miss our new *MGS2* and *FFX* secrets, or our loaded Previews section! *Too... much... cool... stuff!* ▶ CHRIS SLATE

CHRIS SLATE Editor-In-Chief

LIKES: All types of games, especially the good ones
HOBBIES: Comics, hoops, J-Pop, movies, anime, DVDs

Secret Valentine's Crush:
I already have a girlfriend who is as sweet as can be (hi sweetie!). She's so nice, she won't even mind that I accidentily erased her *Dragon Warrior VII* save... I hope...

"For me, nothing's more exciting than choosing our Game of the Year"

MEET THE TEAM

Ever wonder what a crack team of videogame journalists looks like? ...Aw, c'mon folks, just work with us a little, here...

STEPHEN FROST
SENIOR EDITOR

LIKES: Shiny, new cars
HOBBIES: Street racing

Secret Valentine's Crush:
Kirsten Dunst. After I saw the *Spider-Man* trailer for the 100th time, I just can't seem to forget about her.

RANDY NELSON
REVIEWS EDITOR

LIKES: Cookies 'n milk
HOBBIES: Snacking heavily

Secret Valentine's Crush:
Well, since I can't say Chris Jericho, I'll just go with my lovely and charming wife. *(You're still cool, Jericho!)*

TOKOYA
STRATEGY EDITOR

LIKES: Happy Endings
HOBBIES: Stalking

Secret Valentine's Crush:
I have one, but I think I'm a bit too square for her. Thank goodness for the security of the mask.

TOMMY LAYTON
NEWS EDITOR

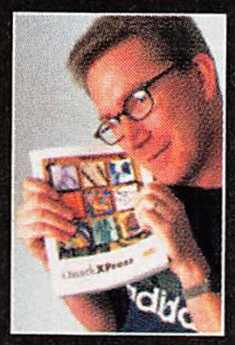
LIKES: Swamp buggies
HOBBIES: Death races

Secret Valentine's Crush:
I'll play safe: My girlfriend in a demeaningly skimpy Japanese schoolgirl outfit with diamond-tipped whip.

BILL DONOHUE
MANAGING EDITOR

LIKES: polish-pope.com
HOBBIES: Selling CDs!

Secret Valentine's Crush:
At age 8: Anne Landrigan
At age 14: Sue Greenwalt
At age 25: St. Pauli Girl
Now: Ann Coulter!!!



DAN FITZPATRICK
ART DIRECTOR

LIKES: Breaking 100.
HOBBIES: Golf. Golf. Golf.

Secret Valentine's Crush:
Sometimes I cheat on QuarkXpress with my secret hottie girlfriend, Photoshop 6. And Kasumi.

GARY LIEW ASSOCIATE ART DIRECTOR

LIKES: Wide lapels
HOBBIES: Bolo ties

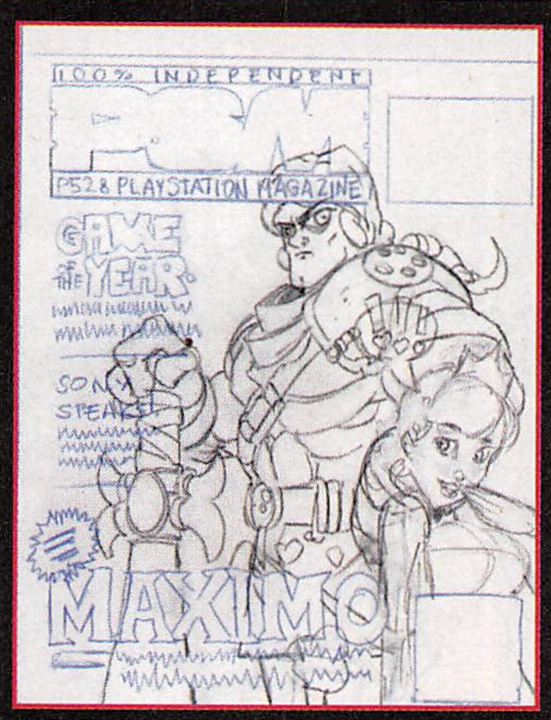
Secret Valentine's Crush:
If I am not saying my wife's name right in here, I will be once again sleeping with the aardvark!

ON THE COVER

Every issue we work with today's hottest comic book artists to create our custom PSM cover. This month was our first time working with *Action Comics'* artist **DUNCAN ROULEAU**, and it was a blast. We'd also like to thank inker Aaron Sowd and colorist Dean White for their fine work. This illustration is probably our funniest cover ever!

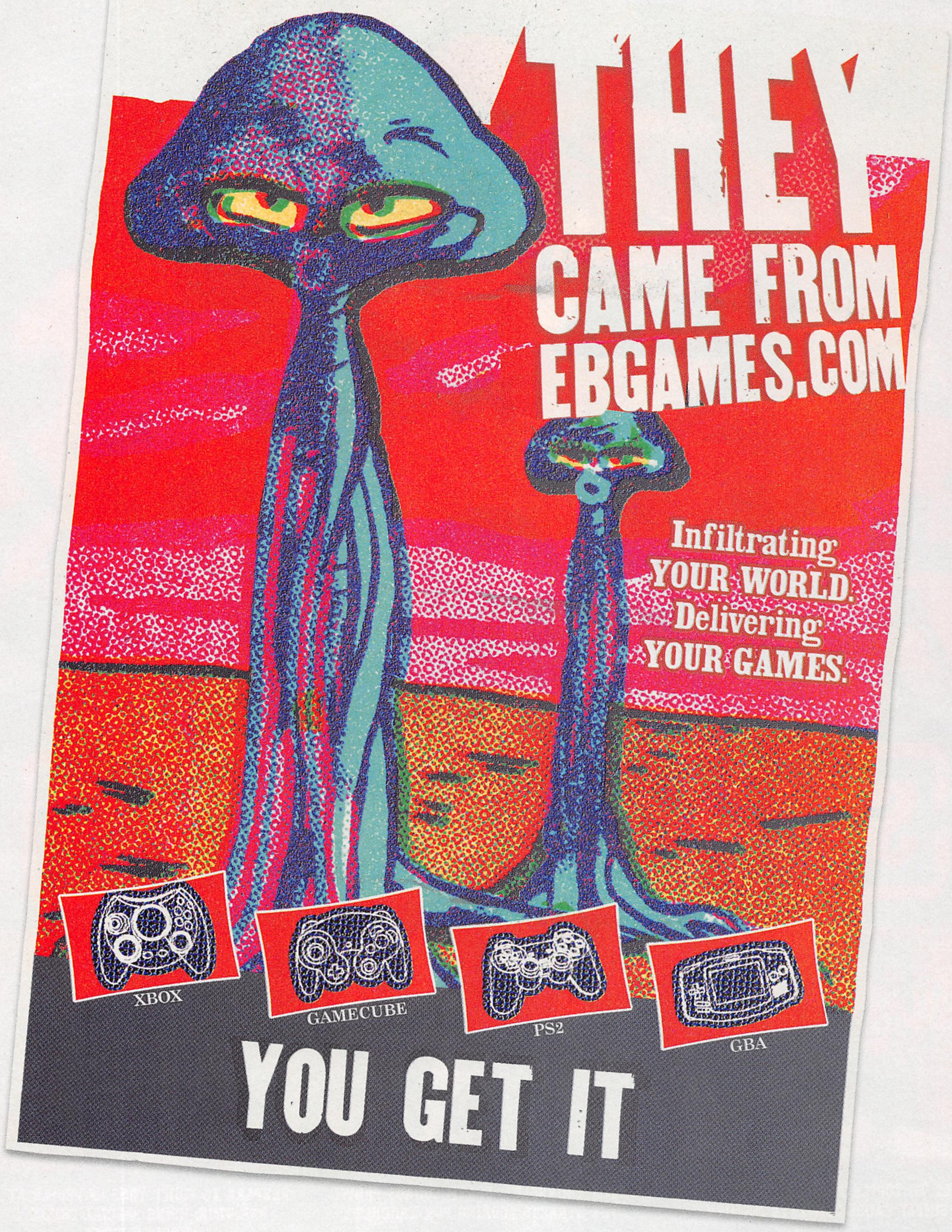
▲ When we first went to Duncan, we had an idea of what we thought would make a great cover, but it would take a real pro to get the gag across without making the image too cluttered and confusing.

▲ As these sketches show, it took some work to fit in Maximo, the girl, his boxers, and we even had a skeleton hand pulling his pants down. Plus we still had to leave plenty of room for all the text!



▲ As Duncan began to fit everything in, we focused on other details: mainly, Maximo's face, hair, and overall size. The sexy girl was nearly spot-on right from the get-go. We ended up dropping the skeleton hand.

▲ The final image is everything we'd hoped for: it embodies the fun and charm of its main character, has a sexy hot babe, and just rocks in general. Looking at this makes us wanna go play that game some more!



YOU GET IT

games.com
electronics boutique
Over 600 stores nationwide

AOL KEYWORD: EBGAMES

STATE OF EMERGENCY

TRY TO TOPPLE THE CORPORATION
OR SIMPLY CAUSE COMPLETE MAYHEM

WATCH YOURSELF - DEATH SQUADS PROWL
THE STREETS LOOKING FOR TROUBLE

PREPARE TO FIGHT TONS OF PEOPLE AT
ONE TIME, USING SPECIAL SKILLS
AND BRUTE FORCE

MATURE
M
CONTENT RATED BY ESRB

Blood and Gore

Violence

"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. State of Emergency game (c) 2001 VIS entertainment plc. State of Emergency and the State of Emergency logo are trademarks of VIS entertainment plc. Rockstar Games and the Rockstar Games logo are trademarks of Take-Two Interactive Software, Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Copyright 2001. All Rights Reserved.

A SHADOWY CORPORATION HAS SEIZED CONTROL OF YOUR COUNTRY.
THE PEOPLE HAVE TAKEN TO THE STREETS IN PROTEST.
A STATE OF EMERGENCY HAS BEEN DECLARED
AND IT IS NOW TIME FOR YOU TO FIGHT FOR YOUR FREEDOM.

GAMESPOT.COM
AWARDED AS "THE TOP OVERALL GAME AT E3"

GAMEPRO
"E3 SHOWSTOPPER" AWARD

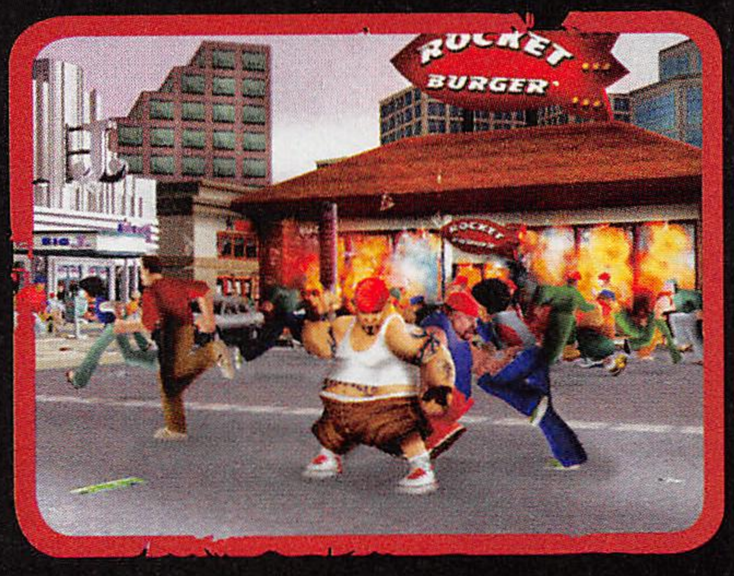
EGM
"GUILTIEST PLEASURE" AWARD AT E3

NEXT GEN
"WE'RE THINKING ROCKSTAR'S STATE OF EMERGENCY MAY TAKE THE CLASSIC OLD SCHOOL BRAWLER TO THE NEXT LEVEL OF INTENSITY."

IGN.COM
"IT'S ORIGINAL, IT'S WILD, AND FROM WHAT WE'VE SEEN AND PLAYED, IT'S AS FUN AS THEY COME."

PREPARE FOR CHAOS AS HUNDREDS OF PEOPLE FILL THE SCREEN - EACH CITIZEN REACTS DIFFERENTLY TO EVENTS

PICK UP ITEMS OFF THE STREET AND USE THEM TO FIGHT YOUR OPPRESSORS

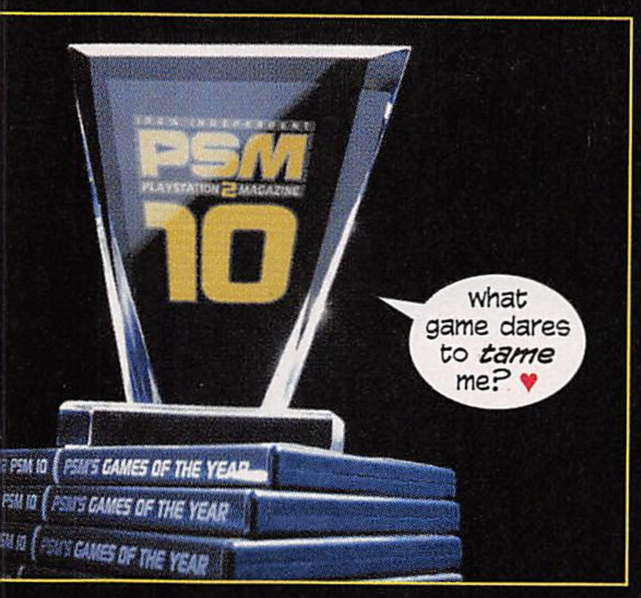


DEEP SELECTION OF HAND-TO-HAND FIGHTING MOVES AND TONS OF SUPER-DESTRUCTIVE WEAPONS ARE AT YOUR DISPOSAL

PlayStation.2 VIS R*

MAIN MENU

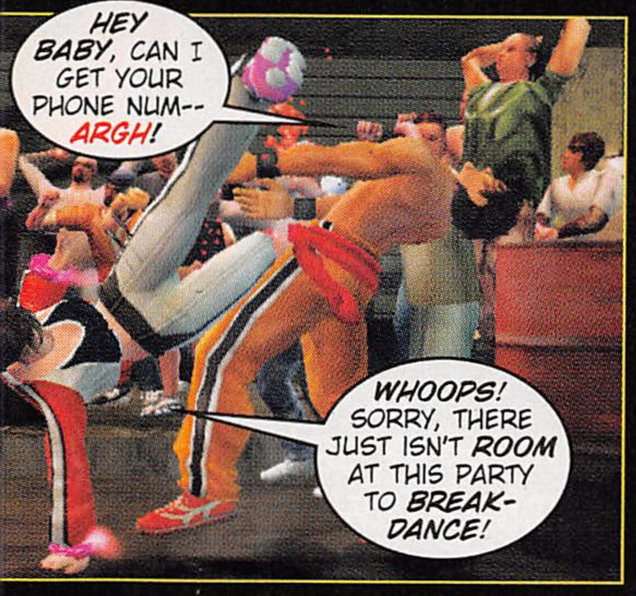
100% INDEPENDENT PS2 & PLAYSTATION MAGAZINE ▶ ISSUE 55 FEBRUARY 2002 ▶ VOL. 6



52

▶ PSM GAME of the YEAR

It's time to see who gets the awards, and who goes home crying! Always controversial, this is a feature that you can't afford to miss!



66

▶ TEKKEN 4: First PS2 Screens!

One of the biggest-ever PlayStation franchises is back for more action on the PS2, and we've got the bone-crushing screens to prove it!

22

▶ First Look: AUTO MODELLISTA

Capcom is finally getting into racing games, and from what we've seen, they ain't foolin' around. *Auto Modellista* may very well revolutionize racers!

81

▶ MGS2 & FFX SECRETS

You've probably played these two games to death by now, but we can almost guarantee you haven't found every-thing! See if you can prove us wrong!

SECTIONS

MONITOR ▶ 18

18 ▶ TOP STORY
Get your first good look at *Onimusha 2!*

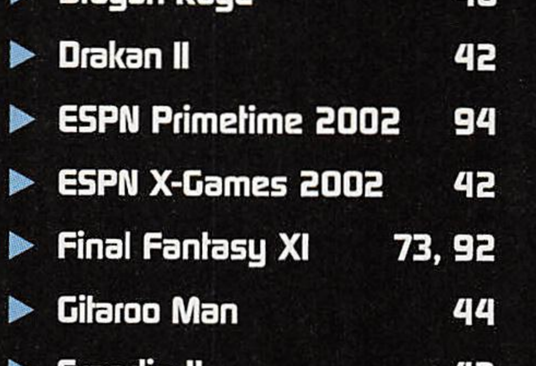
26 ▶ CHECKPOINT

REVIEWS ▶ 31

32 ▶ GAME OF THE MONTH
Find out why you've gotta get *Maximo!*

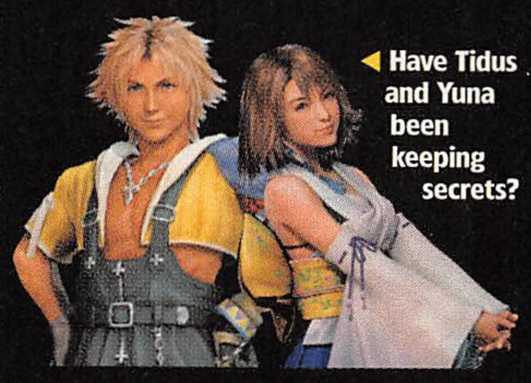
48 ▶ SCOREBOARD

▶ *NBA 2K2* rocks the rim!



PREVIEWS ▶ 65
Spider-Man, UFC, Final Fantasy XI & more!

STRATEGY ▶ 81
Become a *Final Fantasy X* god, master *MGS2* and get going on *Maximo!*



◀ Have Tidus and Yuna been keeping secrets?

94 ▶ CODES

LETTERS ▶ 98
We answer your questions and put goofy word balloons in people's mouths.

98 ▶ LINK-UP

RESET ▶ 104
Get a jump on everyone else and find out what's gonna be hot next issue!

GAME INDEX

▶ 18 Wheeler Pro Trucking	94	▶ Max Payne	46
▶ Airblade	68	▶ Metal Gear Solid 2	85
▶ Bloodrayne	72	▶ NBA 2K2	41
▶ Dragon Rage	40	▶ NFL GameDay 2002	38
▶ Drakan II	42	▶ Parappa The Rapper 2	40
▶ ESPN Primetime 2002	94	▶ Rez	44
▶ ESPN X-Games 2002	42	▶ Simpsons Road Rage	94
▶ Final Fantasy XI	73, 92	▶ Spider-Man: The Movie	74
▶ Gitaroo Man	44	▶ Star Wars: Jedi Starfighter	72
▶ Grandia II	42	▶ State Of Emergency	70
▶ Half-Life	94	▶ Tekken 4	66
▶ Harvest Moon	94	▶ TM Small Brawl	95
▶ Jade Cocoon 2	38	▶ U.F.C.: Throwdown	70
▶ Kingdon Hearts	76	▶ Wave Rally	40
▶ Legends Of Wrestling	38	▶ Wizardry: Forsaken Land	44
▶ Maximo	32, 82	▶ WWF Smackdown!	94

100% INDEPENDENT
PSM
PS2 & PLAYSTATION MAGAZINE

MAXIMO: GHOSTS TO GLORY

The year's first must-have action game is HERE! Turn to page 32 to read why this game is a MUST for action fans, and don't miss our beginner's tips on page 82!

32

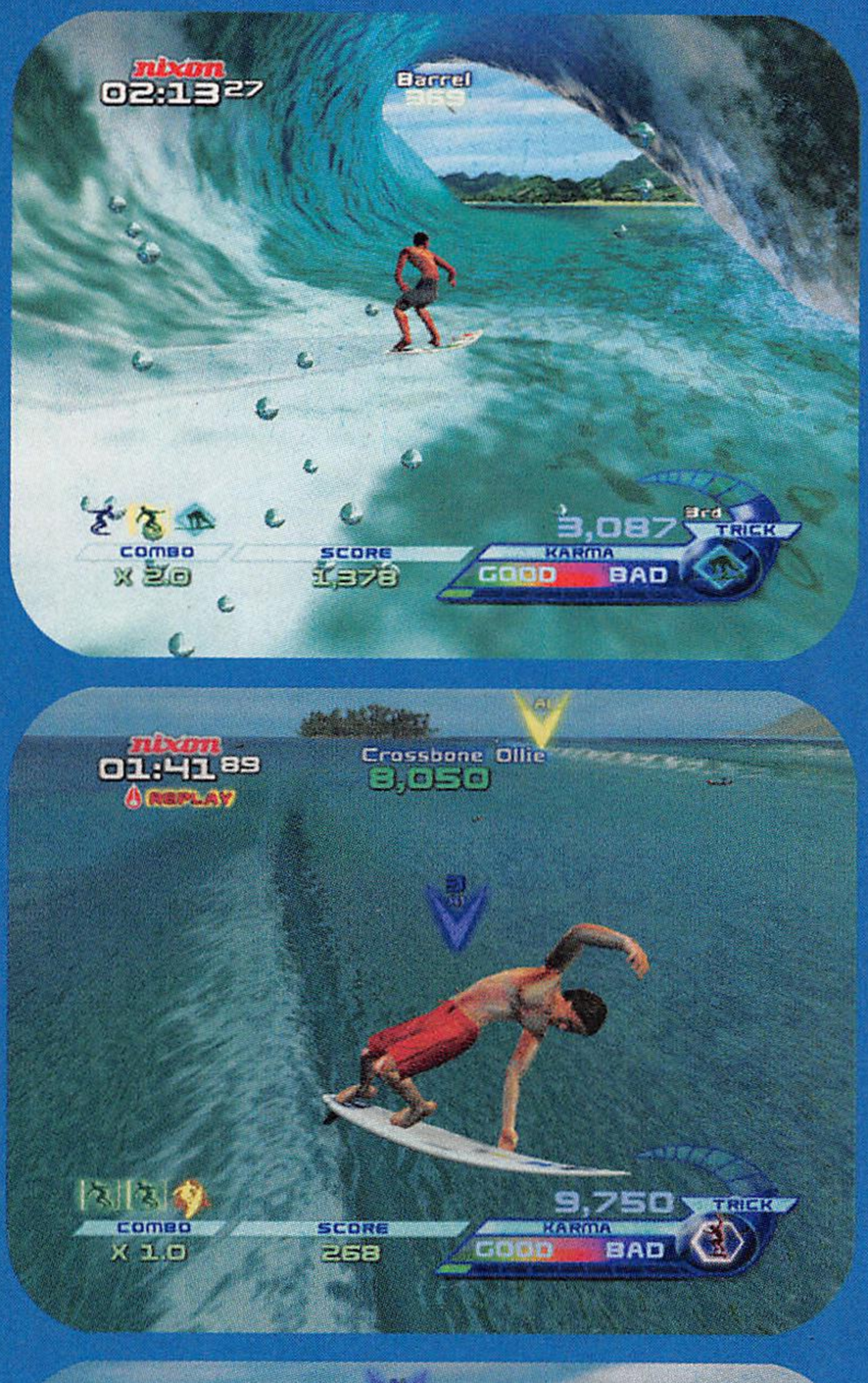
THE PSM MISSION STATEMENT

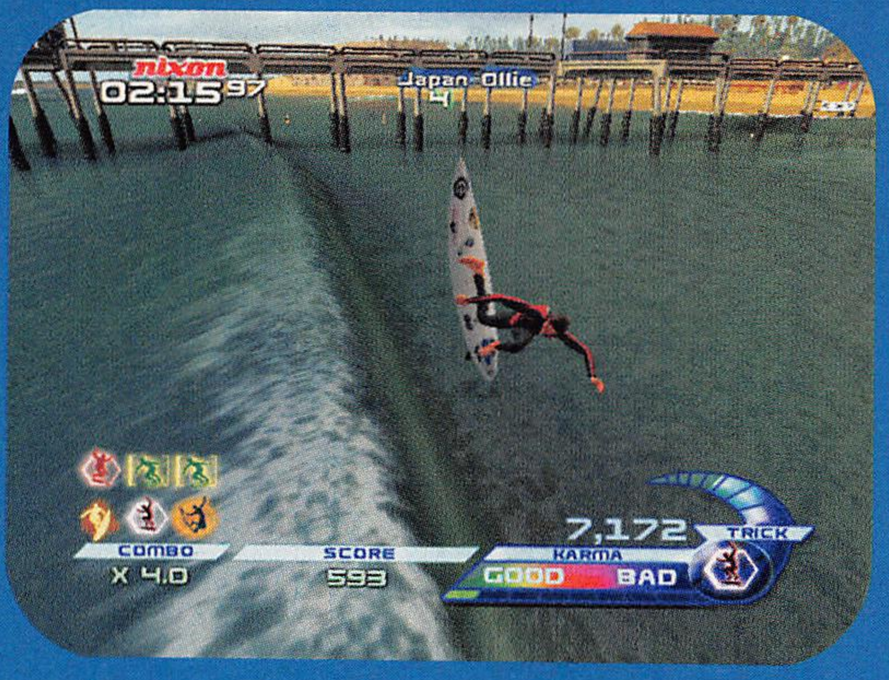
PSM is the magazine for the gaming elite — the hardcore gamers that support and drive this industry. This is NOT a "mass-market" magazine. We don't focus on "fun for the whole family," or waste space interviewing movie stars that have nothing to do with games. That's just not what we're into.

PSM is also proudly independent. We have no official corporate sponsor, so you can trust that our reviews and opinions will always be 100% our own. Our readers always come first, and we would never, EVER betray your trust. This is our promise to you, the hardcore PlayStation gamer, who deserves nothing less. Now let's get this issue going!

Illustration: Duncan Rouleau, Aaron Sowd, Dean White

ADDICT





Xbox™ screenshots shown.

Ultimate Surf Action. Drop into 20 of the world's sweetest breaks with 13 of the world's hottest surfers. From Teahupoo to Pipeline to Huntington, use the moves that made guys like Taj Burrow, Andy Irons and Shane Dorian famous to pull off massive airs, blazing tailslides and hundreds of other mind-numbing tricks. Immerse yourself in an endless set of waves that look and feel like the real thing. Keep an eye on your karma meter. Hitch a ride with the Reef Girls. Watch out for hungry sharks. And remember to save your best stuff for the photographers who might put you on the in-game cover of TransWorld SURF. **www.transworldgames.com**

"...we guarantee you've never played a surfing game this fun..."
– Official Xbox Magazine

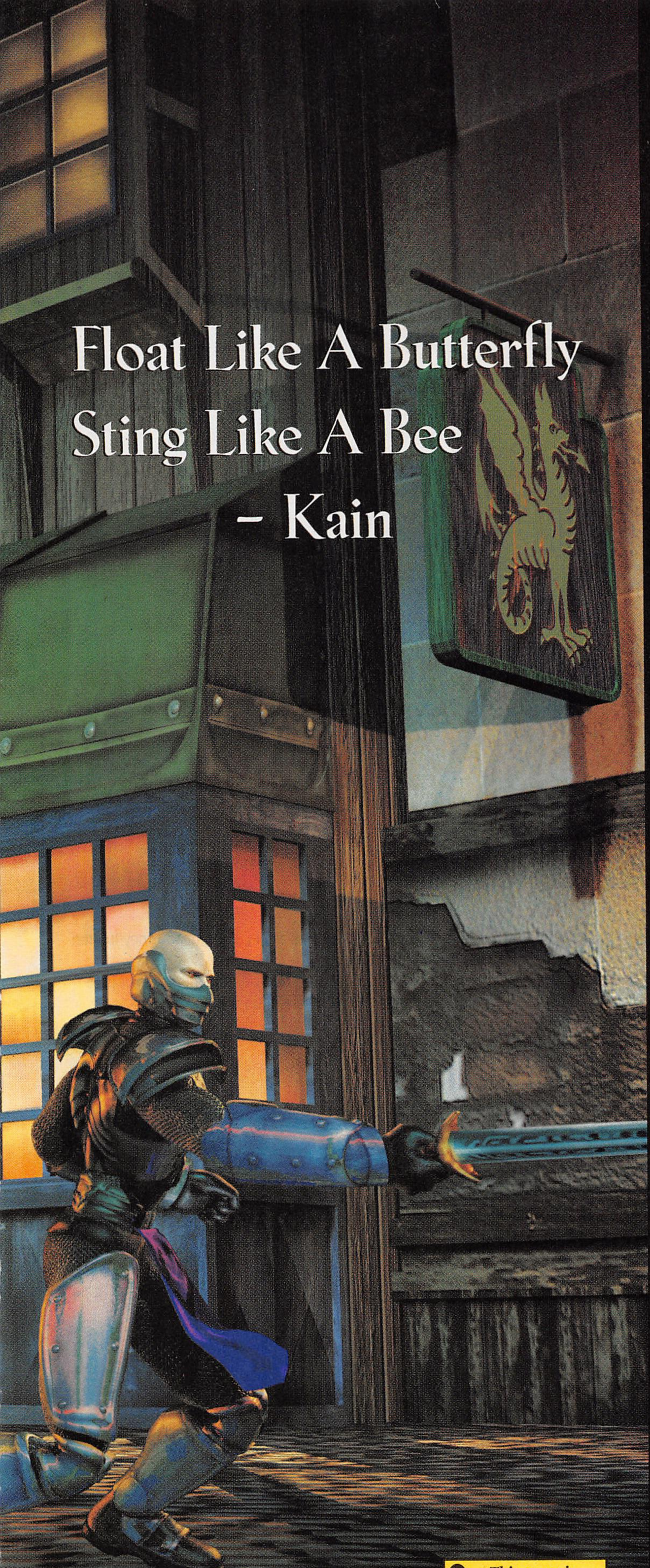
"...the best surfing experience in a game to date."
– IGN.com

TransWorld SURF © 2001 Infogrames, Inc. All rights reserved. Developed by Angel Studios. TransWorld SURF is a used under license from Microsoft. The ratings icon is a trademark of the Interactive Digital Software Association.

registered trademark of Time4Media, Inc., used by Infogrames under license. All rights reserved. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All other trademarks and trade names are the property of their respective owners. Manufactured and marketed by Infogrames, Inc., New York, N.Y.

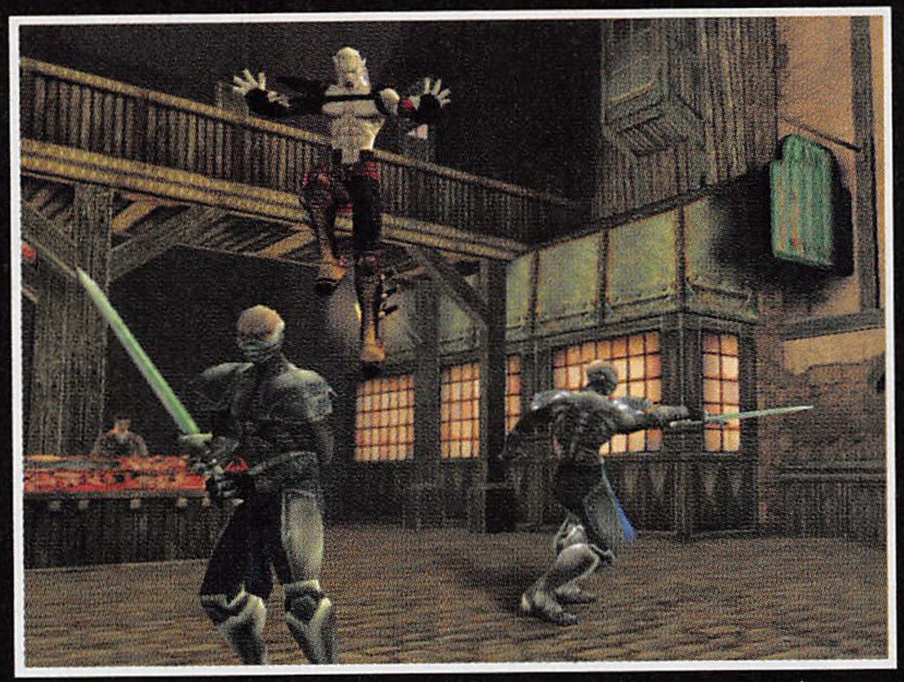
RATING PENDING
RP
CONTENT RATED BY ESRB
Visit www.esrb.org or call 1-800-771-3772 for more info.
EIDOS
INTERACTIVE
GAMES WITH CHARACTER
CRYSTAL DYNAMICS

Float Like A Butterfly Sting Like A Bee – Kain



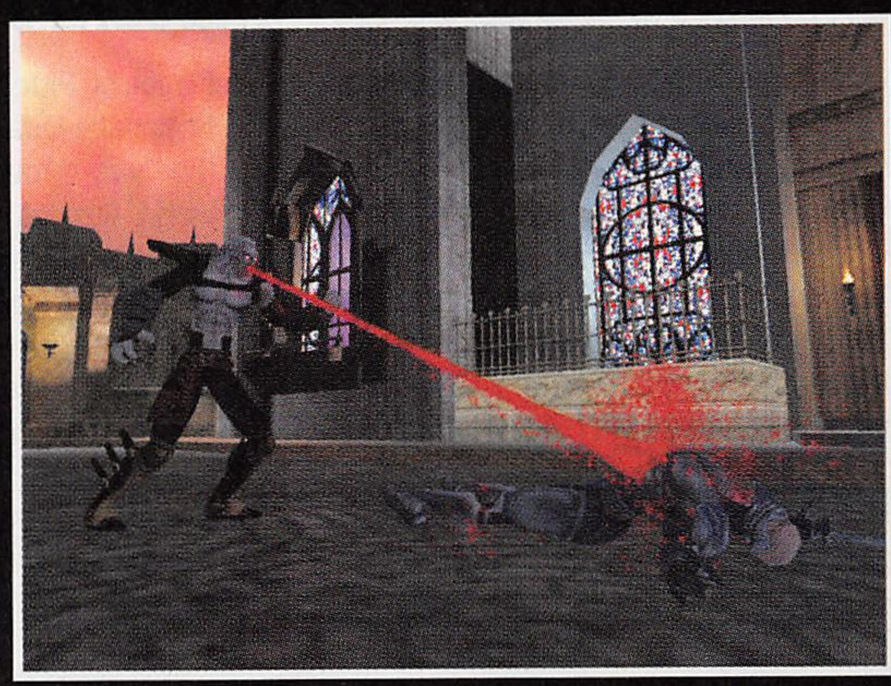
XBOX

PlayStation.2



March 2002, Kain returns to video gaming's high-throne of bloodthirsty bad-asses.

When battle-ax and sword edges dull, Kain turns to Dark Gifts such as rupture and possession.



Whether in pursuit of power or just for the thrill of the kill, Kain's lust for blood is inspiring.

THE LEGACY OF KAIN SERIES

BLOOD OMEN 2

Kain Awakens This March

www.LegacyofKain.com

Developed by Crystal Dynamics. ©2001 Crystal Dynamics. Blood Omen 2, Crystal Dynamics and the Crystal Dynamics logo are registered trademarks of Crystal Dynamics. ©2001 Eidos Interactive, Inc. Eidos, Eidos Interactive, and the Eidos Interactive logo are registered trademarks of Eidos Interactive, Inc. "PlayStation" and the "PS" Family Logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. The ratings icon is a registered trademark of the Interactive Digital Software Association. All rights reserved.

MONITOR

Your inside look at this month's hot topics, gear, and games

Onimusha 2

An exclusive update on Capcom's Samurai sequel

Taking place in 1573, a scant ten years after the events in the first game, *Onimusha 2* drops players into the worn shoes of yet another samurai legend, Yagyuu Juubei. Modeled after the famous Japanese actor, Yusaku Matsuda, Yagyuu faces many of the challenges that Samanosuke *(Onimusha: Warlords)* has had to overcome. Only this time, our hero has two new supporting characters to help him out: Oyu and Magoichi. Pitted, once again, against the vile Nobunaga Oda, players will have to think and fight their way through a much larger and more realistic world. Puzzles and combat will play an even larger role this time around.

Visually, *Onimusha 2* is quite stunning and easily eclipses its predecessor. Backgrounds are still pre-rendered, but the amount of detail in them has been greatly increased. By adding full-motion video to certain scenes, the developers were able to create extremely believable effects, like rain. Motion-capturing also plays an important role in the game and gives all of the characters very life-like movements and reactions. In fact, even a man riding a horse was captured in order to get some of the cinematic sequences to look just perfect.

One of the other additions to *Onimusha 2* is the inclusion of a greater number of NPCs (Non-Player Characters), many of which will interact with you in various ways. Your behavior towards them will determine how they'll react towards you. Earn their trust and they'll give you useful items, information and, perhaps, even aid you in battle. Make them angry, though, and they'll often try to attack you.

With a Japanese release next month, expect to see a lot more coverage on this eagerly ▶

▲ Let's just hope that the intelligence of your two "partners" is pretty high.

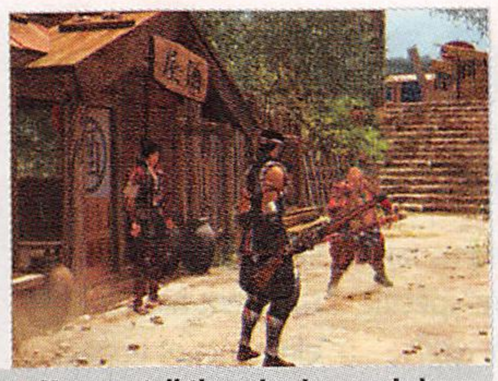
Meet Your New Allies

Players will be joined by two new characters that will accompany them throughout a good portion of the game. They'll come in handy for some of the bigger, and we mean *bigger*, bosses.

▲ Early on in the game, you'll meet up with Oyu and Magichi and they'll join your party.

▲ It's good to see that the down-stabbing technique has been retained.

▲ You'll have access to more weapons, including various swords and spears.



▲ You can tell these backgrounds have greatly improved since the last game.

▲ Vanquished enemies release their spiritual energy.

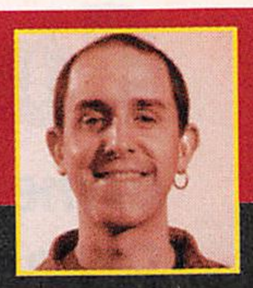
▶ anticipated title in future issues of PSM. We'll be giving you the full scoop on what to expect and why you should be excited. Until then, stay tuned and keep those blades sharpened!

PSM ONLINE POLL

Which will come true on PS2 in 2002?

GUEST COLUMN

TIM LONGO
DESIGNER, *STARFIGHTER*



If there is one blockbuster license with near infinite potential in the world of games, surely it's* Star Wars. *Tim Longo talks of his responsibilities at LucasArts.

This fall, the BBC News covered a story about the inclusion of a brand new religion on the United Kingdom's census form. The listing was a "write-in" by a small number of people. Perhaps unbelievably, "Jedi Knight" was included as an official religion in the census, third from the bottom at code #896. Although the hysteria surrounding one of showbiz's biggest properties can sometimes get out of hand, it's obvious that *Star Wars* has struck a personal chord with its legions of fans.

Working on *Star Wars* games can sometimes get tricky. LucasArts has the tremendous honor of working on an intellectual property that is near and dear to so many people around the world, recreating and sometimes extending a fictitious universe that has and continues to have an large impact on our culture. Many of us at the company have been fans of the myth. But working on the games challenges us to make that myth's stories and settings very tangible, a huge responsibility.

When we are tasked with creating a virtual world where the player will be able to swing a saber, pilot a starfighter, or triumph over the Dark Lords of the Sith - to interact with the Star Wars universe - it makes us tingle. We realize that at some point we are actually impacting and enriching the myth, that in some small way we are helping to make the most of a very cool original idea. When we give the player the ability to use Force Powers while flying through deep space as a Jedi Master in this spring's *Jedi Starfighter,* something clicks. We pinch ourselves to make sure it's really happening. Our job is to make sure we have coded a great game that captures the *Star Wars* experience, but also to create a game that is fun and enjoyable in itself. Developing a video game cannot be considered "religion," but we count ourselves lucky to be devoted to a property that has the power to touch both the people who make it and the folks who will play it.

PS2 BROADBAND NETWORK UNVEILED

Sony finally spills the beans... just not about North America

At a press conference in Tokyo last December, Sony CE and the Broadband Initiative subsidiary of Nippon Telegraph and Telephone Corp. (NTT) announced their plans to introduce a full-featured, asymmetric digital subscriber line (ADSL) PS2 online gaming service and broadband network in Japan starting in April 2002. Users will unlimited access the "always on" services by paying a flat monthly fee, which will also help pay for a Sony-provided 40 Gigabyte HDD and 100Mbit/sec Network Adapter. By no small coincidence, April is the same time SquareSoft is aiming to launch the online-only *Final Fantasy XI* on its PlayOnline network in Japan, which will lure hordes of PS2 owners to pay monthly subscriptions to play.

SCE President Ken Kuturagi revealed that the PS2 broadband interface was similar to the current PS2 front-end, demonstrating how to download movies, music and games onto the PS2 HDD. He also premiered an on-screen photo album and navigated through several images and "video mail" sent by e-mail. Finally, Kuturagi discussed the Dynamic Network Authentication System (DNAS), which monitors digital content, can act as a parental lock, can restrict the usage of the network by time limitations (when subscriptions run out), and helps prevent the downloading of pirated files. "We would like to offer not only game and entertainment content, but also offer two-way (interactive) services, including TV, on a global scale," concluded Kutaragi.

For the time being, a version of the network has been on closed trial in the U.K. since the latter portion of 2001. The details of a limited public trial in cooperation with telecom giant Telewest will be announced early in 2002. "The Telewest Broadband PlayStation 2 network will, for the first time, establish protocols for networked games, making the development of these titles much more straightforward," said Telewest's head of games, Tom Cotter. "This will be multiplayer gaming and broadband access integrated like never before."

Getting down to brass tacks, PS2 games will be the most widely used function of the network, particularly in the early stages. As Sony has insisted recently, all internally-developed Sony games going forward are being developed with online features. Importantly, online-ready titles should help convince gamers to purchase the PS2 HDD and Network Adaptor (either as standalone peripherals or as part of a subscription to services). Shuhei Yoshida, SCEA's VP of Product Development, told PSM in a recent interview that 2002 is the "year that most major publishers started to have online game play in console games." In the first-party's case, these titles promise to be more than rehashes of last year's big hits: "2002 will be a year of new franchises for us. We have more new titles than sequels this year." As SCEA told PSM, details on the HDD and Network Adapter are coming soon.

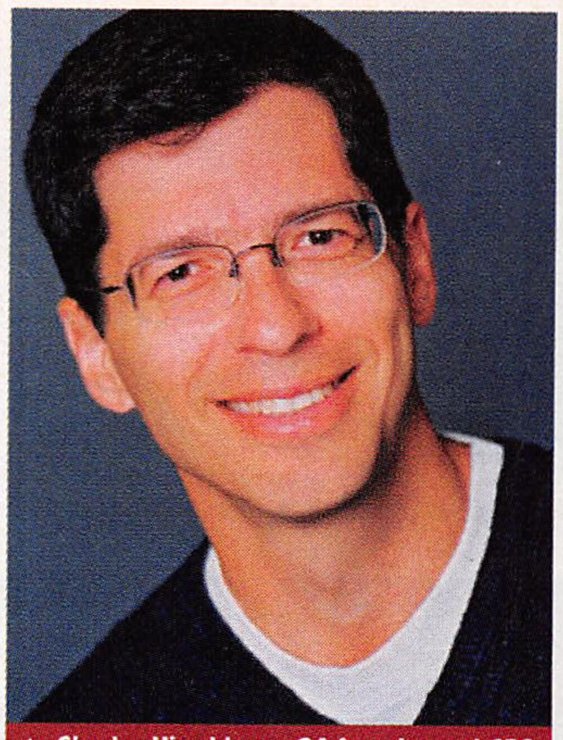
WHAT YOU SHOULD BE PLAYING

1. **Maximo: Ghosts To Glory**
   Another stellar product by Capcom. Although it's reminiscent of *Ghouls and Ghosts,* it features totally new gameplay.
2. **Max Payne**
   One of the PC's best games of the year comes to PS2. Action fans shouldn't miss it.
3. **NBA 2K2**
   Sega's basketball franchise storms on to PS2 to make its mark. Like *NFL 2K2,* it slams home the point that Sega Sports is for real.
4. **Rez**
   With insane looks, sweet music, and *Panzer Dragoon*-style gameplay, fans can rejoice!
5. **Grandia II**
   Although not quite on par with *FFX, Grandia II* offers an interesting story and characters with solid gameplay.

Comcast Preps G4

Game Network Hits TV In April

With the popularity of games skyrocketing, and enthusiast TV stations like The Golf Channel, Oxygen, and MTV rounding up viewers, it was only a matter of time before a videogames channel got off the ground. G4 Media, a joint venture of Comcast Corp. and AOL Time Warner, based on computer, wireless, handheld and console videogames, will begin televising 24/7 starting in April. PSM caught up with Charles Hirschhorn, G4 founder and CEO, who said, "We plan to release our specific show plans in February. In the meantime, we're developing 13 original series and lots of specials. The programs fall into two camps: genre-specific shows (sports, action, rpg, etc.) with news, information, cheats, and interviews, and lifestyle entertainment shows (game shows, talk shows, comedy shows, scripted shows) focused on games." He continues, "G4 needs the hardcore gamers' support to succeed, but as a 24/7 television network we plan to offer a variety of programming as well, which will appeal to all levels of gamers from hardcore to those simply curious." On how shows based on videogames will be of interest to viewers, Hirschhorn stated, "Interactive entertainment has all the elements of engaging TV: original characters, well-written storylines, stunning visuals, fun, entertainment and fans; the only thing missing is a TV network." G4 has already garnered strong support and enthusiasm from game publishers, who will be very forthcoming in providing content and advertising for their titles on the network. And G4TV.com, the network's consumer web site, will launch along with the network in April.

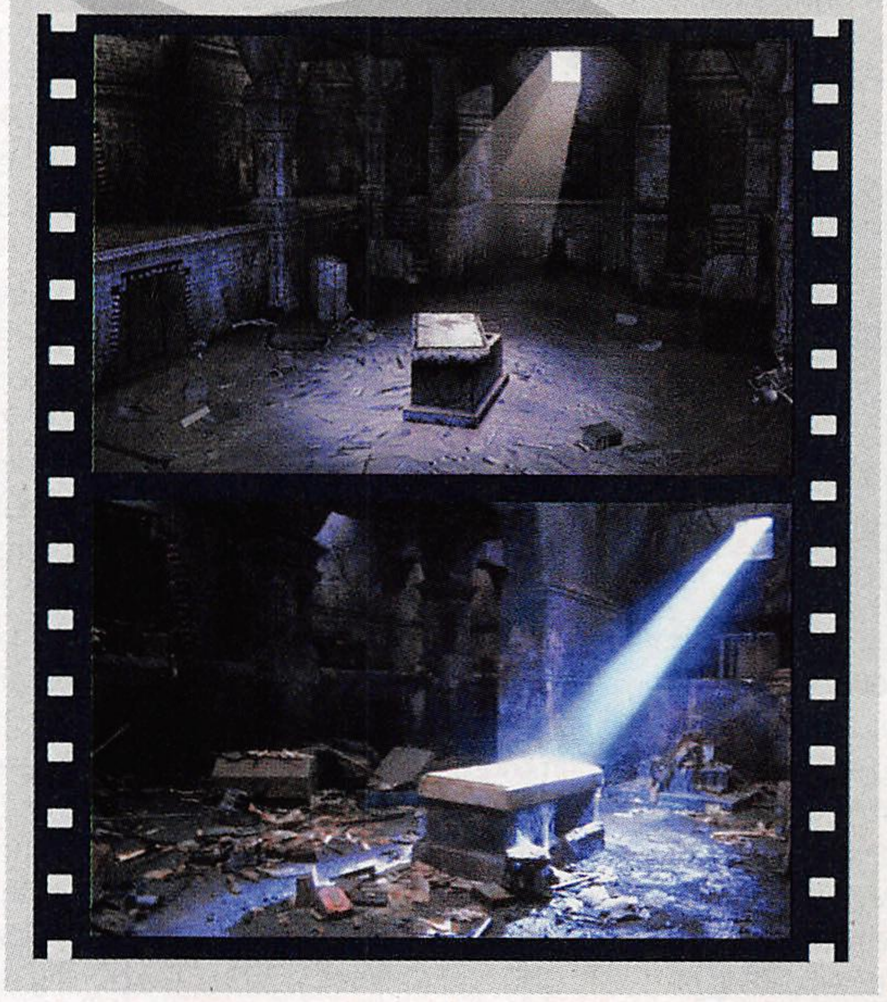


▲ Charles Hirschhorn, G4 founder and CEO

Lord Of The Rings

The Movie... The Game...

Behold the first shots of EA's first *The Lord of the Rings* game, due to release with the second movie from New Line this fall. With the playable character Aragorn (a.k.a. Strider), the mission-based gameplay takes a third-person perspective within fully interactive 3D environments recreated from the movies.



VERSUS MODE

BILL DONOHUE

VS

LUTHER D. GRADY

ROUND ONE: Background

LDG: Obese, mullet-wearing Cajun slob from *SSX Tricky*

BD: The feared and revered Managing Editor of PSM

Advantage: **Bill Donohue**

LDG: Boards include the Mullet, Hambone, and Swamp Buggy

BD: Owns .40 cal. Browning Pistol, .223 Ruger Ranch Rifle

Advantage: **Bill Donohue**

ROUND TWO: Likes And Dislikes

LDG: Currently reading *Swamp Buggies: A History*

BD: Tacoma pickup has intense right-wing bumper stickers

Advantage: **Bill Donohue**

LDG: Likes Ted Nugent for his hard rock and roll stylings

BD: A musician, likes Nugent for his stance on gun control

Advantage: **Bill Donohue**

ROUND THREE: Men Of Action

LDG: Performs flamboyant aerial tricks on a snowboard

BD: Enjoys shooting unidentified objects out of the sky

Advantage: **Bill Donohue**

LDG: Signature snowboarding move is the Bronco Buster

BD: Signature move is smacking others with unforgiving tin

Advantage: **Bill Donohue**

WINNER: BILL DONOHUE

NIHON GAME OTAKU

by MAX EVERINGHAM

Well, no great surprise that *Metal Gear Solid 2* has shot to the top of the sales charts. The game sold nearly a million copies in its first week! Hideo Kojima even made it out to a copy-signing gig in Shibuya's Tsutaya (the Japanese equivalent of Blockbuster) store, and needless to say the lines were long and happy! January's shaping up to be a great month for PS2 owners in Japan, too. For only 3,200 yen (about $25) we'll be able to pick up *Gran Turismo Concepts 2001 Tokyo* and all those funky new concept cars, *Virtua Fighter 4* from Sega, *Grandia Extreme,* and a couple of EA Sports games that have taken ages to reach our shores *(Madden NFL 2002* and *NBA Live 2002).*

RETAIL REPORT & CHART

Mobile Suit Gundam Vs ZionDX from Bandai, ported from the arcade version, is the game of the moment on PS2 and has been getting a big push at retail with promo stuff splashed all over Tokyo. Legions of the series' fans have snapped it up. But I think I'll save my money for *Moto GP2*. PS2 online gaming really isn't going anywhere here yet. However, Square has been Beta testing its PlayOnline service and is aiming for a subscription rate of around 10 dollars a month, with 200,000 players paid-up already. Since Square sold nearly 2.5 million copies of *Final Fantasy X*, we're guessing that they won't have too much trouble selling subscriptions for the next installment to a tenth of that number. But it's PlayStation games all the way in even the multi-format charts, holding nine of the top ten places — yay!

1. *Metal Gear Solid 2: Sons of Liberty* (Konami) PS2
2. *Dragon Quest IV* (Enix) PSone
3. *Toro & Holiday* (SCEI) PS2
4. *Guilty Gear X Plus* (Sammy) PS2
5. *Rockman X6* (Capcom) PSone
6. *FIFA 2002* (EA/Square) PS2
7. *Seaman Forbidden Pet: Crazy Doctor's Experiment* Island (ASCII) PS2
8. *Legaia Dual Saga* (SCEI) PS2
9. *Taikou IV* (Koei) PS2
10. *All-Star Professional Wrestling II* (Square) PS2

Source: Dengeki Chart 12/02/01

MIDWAY
www.midway.com

SHADOW HEARTS™

Journey through a time where evil lurks in the shadows, watching and waiting. Enter a world of heroes and villains. Enter a world of monsters, magic and horror. Prepare to experience an RPG unlike any other. Enter the world of Shadow Hearts.™

THE TIME FOR JUDGMENT HAS COME

PlayStation.2

MATURE M CONTENT RATED BY ESRB
Blood and Gore Violence

ARUZE CORP.

©2001 ARUZE CORP. All rights reserved. ©2001 SACNOTH. Distributed by Midway Home Entertainment Inc. under license. MIDWAY and the Midway logo are trademarks of Midway Amusement Games, LLC. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

SCOOP: CAPCOM'S FIRST RACER

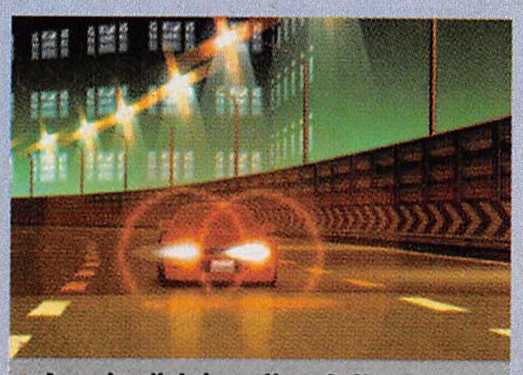
Behind the wheel with the Producer of AUTO MODELLISTA

▲ Believe it or not, this is what *Auto Modellista* actually looks like during gameplay. How freakin' cool is that?

Yoshihiro Sudo may not be as famous as other Capcom producers, like *Resident Evil* chief Shinji Mikami, but whether you know his name or not, you've played his games. He's produced *Marvel vs Capcom 2*, *Power Stone 2*, the *Capcom vs SNK* series, and *Onepiece Mansion*, among others. With a resume like that, it's hard to consider him a newcomer, but as his next project, *Auto Modellista*, is starting to turn heads, he's suddenly finding himself in the spotlight. We sat down with Sudo-san to get the scoop on *Medallist*, and learn more about Capcom's rising star.

PSM: Is this your first racing title?

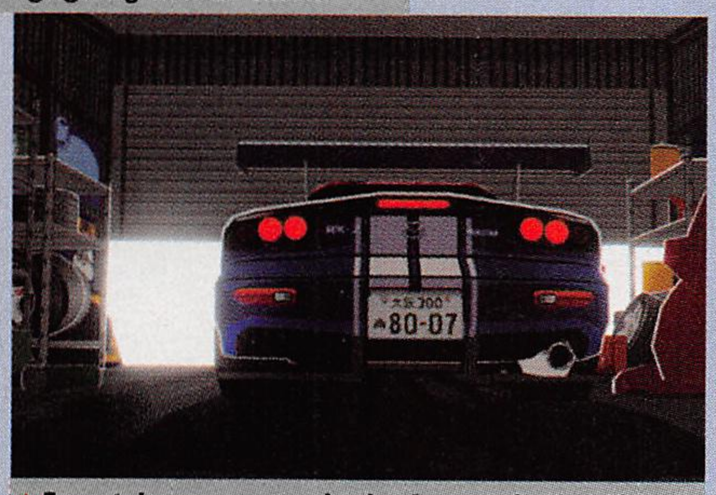
YOSHIHIRO SUDO: This is the first serious racing title for myself, our team and also for the company. I have always been highly interested in working on a racing game and I'm very excited about this title.



▲ Amazing lighting effects? Check.

PSM: Do you own a car? If so, what kind? Do you always obey all traffic regulations?

YS: I used to like modifying my car and driving it on mountain passes. I even had a racing license. Currently I own a wagon. I have gone to various car shops and racing circuits to do research for this title, and it makes me really want to "race" again. I might be buying a sports car in the next year or so.



▲ Expect deep car customization features in *Modellista*.

PSM: So far we know very little about *Auto Modellista*. How is this game different from all of the other racing titles out there?

YS: The first thing I want to mention are the awesome visuals! One of the greatest appeals of the game is the same thing that makes cars cool. The car itself is such a cool and stylish machine and we really want that to come across well in the game.

Also, your goal is not just to race as fast as you can. You can fully customize your car however you like, and just enjoy driving it around or bragging about how cool it looks. What we are trying to achieve is the ultimate fun and excitement associated with cars.

PSM: Can you compare the game's racing style to any other racing titles out there? Will it be more realistic, or more arcade style?

YS: There is not, and has never been, a racing game like this. It's new in every aspect. Instead of taking a realistic "simulator" kind of direction, it is a fun, interesting game with a unique and stylish feel.

However, it's not going to be a cheesy game with tons unrealistic features, either. *Auto Modellista* is a game that does possess realistic features, but has a very unique look and feel.

PSM: What other racing games out there do you enjoy playing in your spare time?

YS: I like Namco's *Ridge Racer* series, and I think Polyphony's *Gran Turismo 3* is fantastic. I think those titles are popular because each has very unique features. We want to let everyone know that *Auto Modellista* also has very unique features and a fun design that we hope will make it a popular game.

PSM: If you were in a race and needed a partner to ride with you, would you choose (Japanese female pop stars) Ayumi Hamasaki, Namie Amuro or the luscious Kano sisters?

YS: No way! If I had such a beautiful partner riding with me, I'd be too nervous to race.

PSM: We've heard that the game will have online features. Can you say how that will work, and confirm that the American version of the game will support those online play features?

YS: Since online play will be key in this game, I want to make it happen. However, since we are currently not sure about the online situation for the PlayStation 2 in North America, we haven't really decided on it just yet.

PSM: Will the game support the Hard Disk Drive, perhaps with car customization features?

YS: Of course!

PSM: The game's graphics have a very cool anime/manga look — what was the inspiration for this unique visual style?

YS: There are various racing games out there and I don't think making something similar would work. I think gamers are tired of the same kind of racing games. We wanted to make it innovative, stylish and something that has never been made before. That's why we decided to go with this style of graphics.

PSM: Will the cars be licensed or original models? If licensed cars are to be included, can you say at this point what they will be?

YS: Basically, all cars, parts and courses in this game are from the real world and are licensed. Currently, we have got licenses from the Japanese car makers and we are working on getting many more licenses from other makers. Please, tell me which cars you guys want in this game for the American version! I'll try my best.

PSM: Finally, we've heard from unnamed sources (Matt Atwood, PR, Capcom Ent.) that you were a member of a rowdy street racing gang called "Midnight Dragons." Is this true?

YS: Such a thing is not true! It's all lies! (Laughs) Your source only said that because he is trying to cause me grief! What a JERK!

▲ Cel-shading, speed lines, and other stylized effects make *Modellista* appear more like a racing anime than a game. It's this unique visual approach that already has everyone buzzing.

CONFIDENTIAL 11/6

MISSION BRIEFING

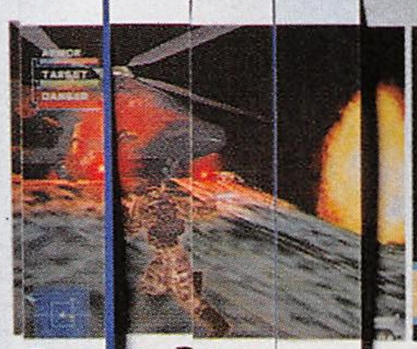
OBJECTIVE: Clear name of falsely accused crimes.
Save world from Syphon Filter virus.

RECOMMENDED WEAPONRY: X-ray gun, nightvision rifle, taser, M-16, proximity mines and others

ASSIGNMENT LOCATIONS: (SEE ENCLOSED PHOTOS)

SPECIAL INSTRUCTIONS: Failure is not an option. Watch your back.

pssword: arsenal



Costa Rica

Tokyo

Australia

South Africa

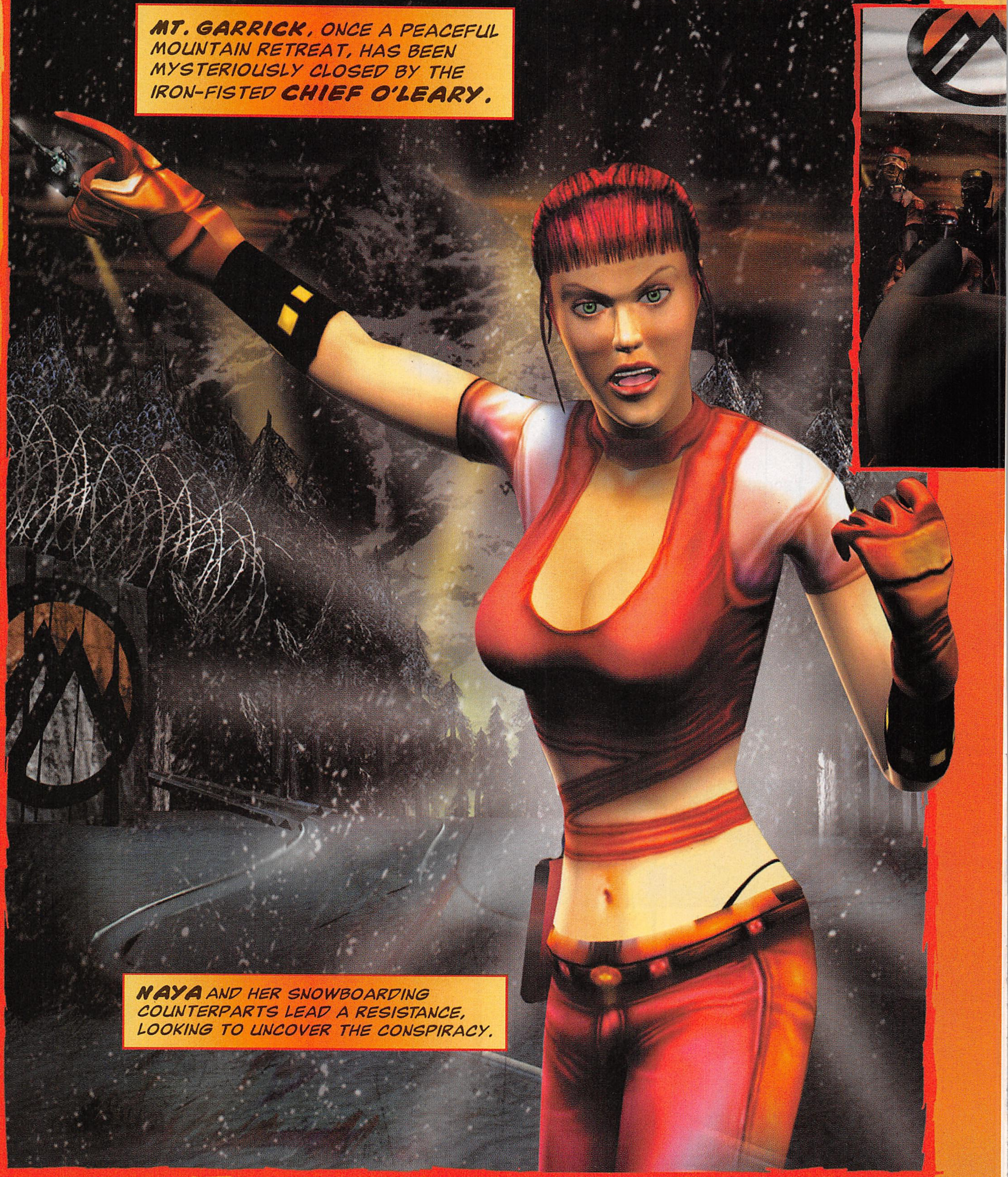
CONFIDENTIAL

PlayStation

Syphon Filter is a trademark of Sony Computer Entertainment America Inc. ©2001 Sony Computer Entertainment America Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

MATURE M CONTENT RATED BY ESRB

Blood
Violence



© 2001 THQ Inc. Radical Entertainment and its logo are trademarks of Radical Entertainment Ltd. Dark Summit, THQ and the respective logos are trademarks and/or registered trademarks of THQ Inc. All other trademarks and logos are property of their respective owners. All rights reserved. Microsoft, Xbox and the Xbox logos are registered trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. ™ ® and the Nintendo GameCube logo are trademarks of Nintendo

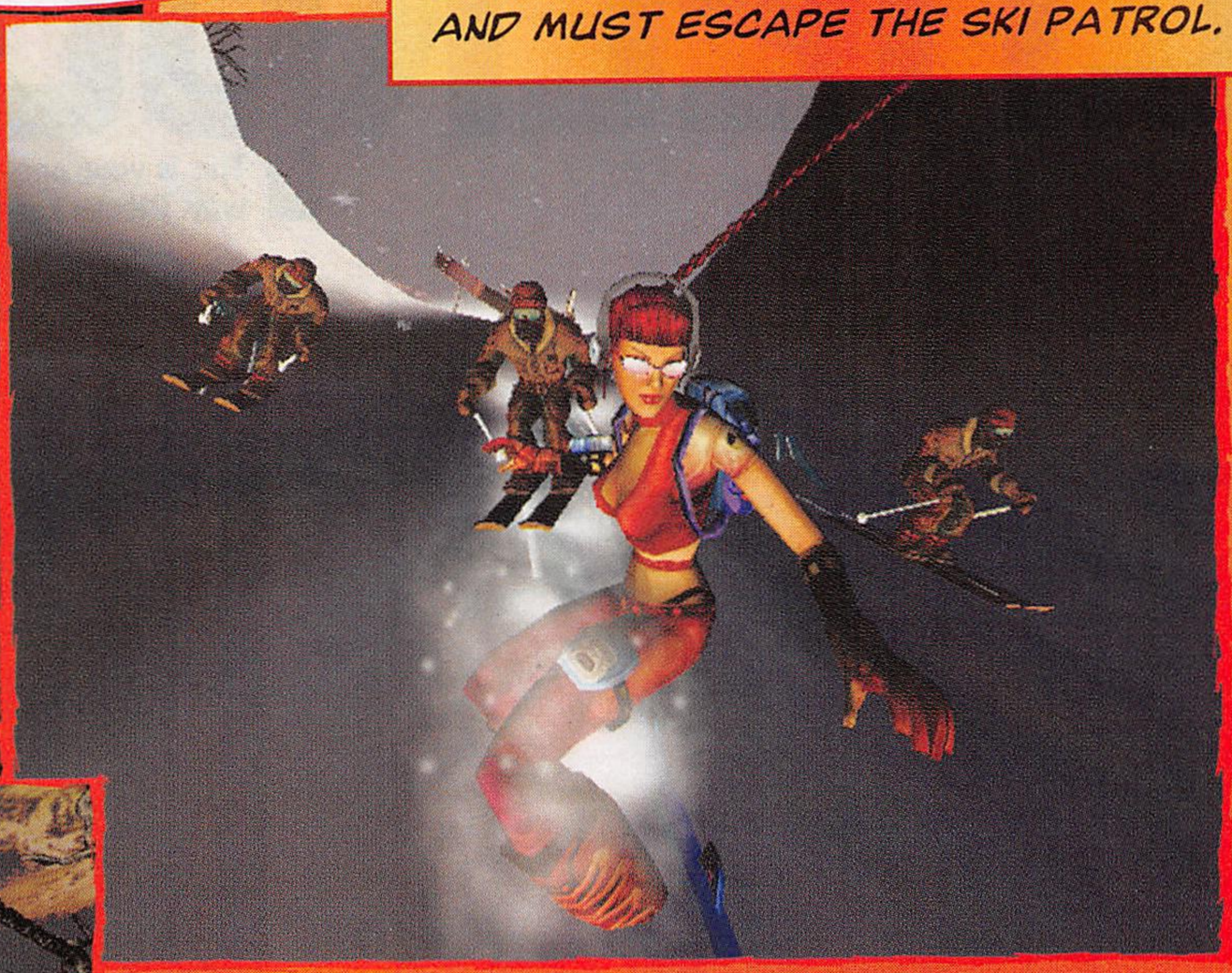
TEEN
T
CONTENT RATED BY ESRB

Comic Mischief
Mild Language

RADICAL ENTERTAINMENT™

NINTENDO GAMECUBE.

XBOX



BUT THAT'S NOT THE HALF OF IT. NAYA ALSO HAS TO FIND ALL THE UNASSEMBLED BOMB PARTS AND FIRE THE **ARTILLERY CANNON** TO START AN **AVALANCHE.**

SHE HAS HER WORK CUT OUT FOR HER IF SHE HOPES TO UNLOCK THE MYSTERIES ATOP THE SUMMIT.

DARK SUMMIT

IT'S NOT WHAT IT SEEMS.

www.darksummit.net

PlayStation®2

THQ™

www.thq.com

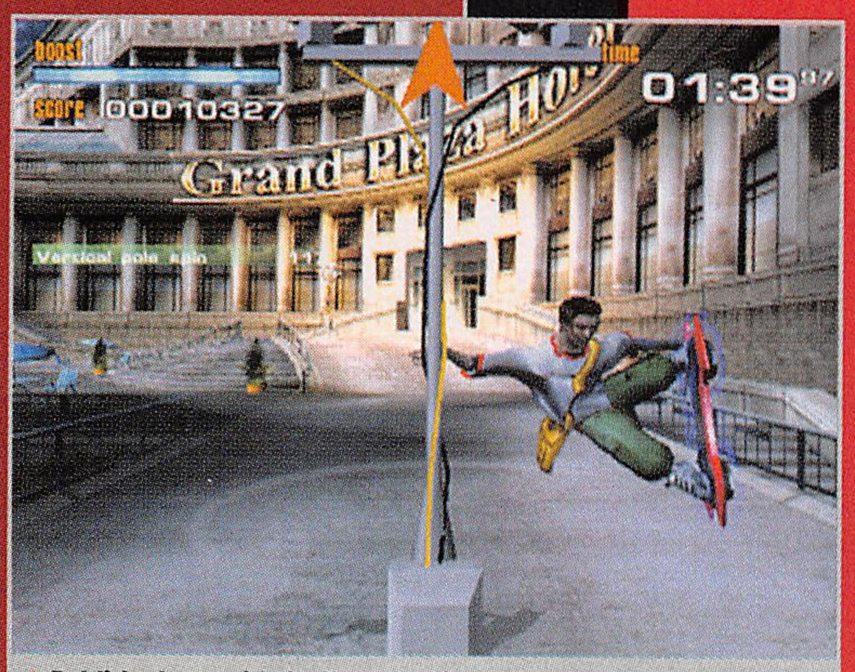
Checkpoint

This is your one-stop spot to get a handle on the best stuff headed our way. Please keep in mind that release dates are always subject to change.

February's New Releases

PS2

TITLE	GENRE	PUBLISHER
AirBlade	Action	Namco
Blood Omen II: Legacy of Kain	Action	Eidos
Caesar's Palace	Other	Take Two
Conflict Zone	Action	Ubi Soft
Downforce	Racing	Titus
ESPN NBA 2Night 2002	Sports	Konami
Evil Twin: Cyprien's Chronicles	Adventure	Ubi Soft
Herdy Gerdy	Adventure	Eidos
King's Field: The Ancient City	RPG	Agetec
Maximo: Ghosts To Glory	Adventure	Capcom
Medal of Honor: Frontline	Action	EA
Mobile Suit Gundam: Zeonic Front	Strategy	Bandai
NHL FaceOff 2002	Sports	Sony
No One Lives Forever	Action	Sierra
Pac-Man World 2	Action	Namco
Pirates: The Legend of Black Kat	Adventure	EA
Rescue Helicopter Air Ranger	Action	bam!
Run Like Hell	Action	Interplay
Salt Lake 2002	Sports	Eidos
Star Trek: Shattered Universe	Action	Interplay
Star Wars Racer Revenge: Racer II	Racing	LucasArts
Trophy Bass	Sports	Sierra
Virtua Fighter 4	Fighting	Sega
Woody Woodpecker	Action	Dreamcatcher
World Tour Soccer 2002	Sports	Sony



▲ Published stateside by Namco, this mission-based Sony Europe title adds to the gameplay popularized by *Tony Hawk* and other skateboarding games.

PS

TITLE	GENRE	PUBLISHER
Hooters: Road Trip	Action	Ubi Soft
Dodge Ball	Sports	Tommo

Future Outlook

MARCH PS2

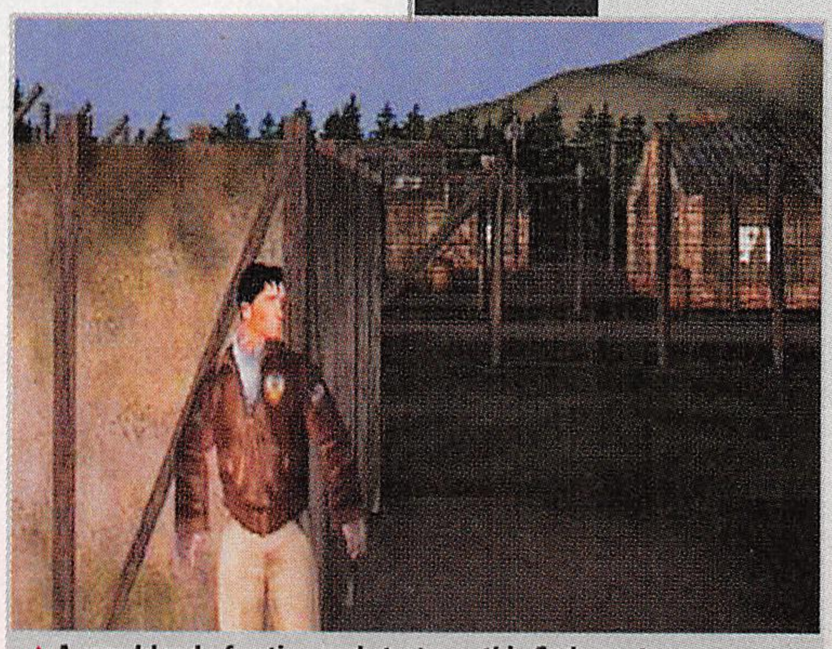
TITLE	GENRE	PUBLISHER
All-Star Baseball 2003	Sports	Acclaim
Army Men RTS	Strategy	3DO
Barbarian	Action	Titus
Commandos 2	Action	Eidos
ESPN MLS ExtraTime 2002	Sports	Konami
Eve of Extinction	Action	Eidos
Freekstyle	Racing	EA Sports
H2Overdrive	Racing	Crave
High Heat MLB 2003	Sports	3DO
Hot Shots Golf 3	Sports	Sony
Hype - The Time Quest	Adventure	Ubi Soft
Kelly Slater's Pro Surfer	Sports	Activision
Knockout Kings 2002	Sports	EA
Mat Hoffman's Pro BMX 2	Sports	Activision
Medal of Honor: Frontline	Action	EA
MLB Slugfest 20-03	Sports	Midway
Monster Jam Max Destruction	Action	Ubi Soft
Need for Speed: Hot Pursuit 2	Racing	EA
Power Pro Tennis	Sports	Konami
PRYZM One: The Dark Unicorn	RPG	TDK Mediactive
Rally Simulation	Racing	Ubi Soft
Rayman Arena	Action	Ubi Soft
Sled Storm 2	Sports	EA Sports
SOCOM: US Navy SEALs	Action	Sony
Star Wars Jedi Starfighter	Action	LucasArts
Test Drive	Racing	Infogrames
Transworld Surf	Sports	Infogrames
UFC: Throwdown	Fighting	Crave
V.I.P.	Action	Ubi Soft
World of Outlaws Sprint Cars	Racing	Infogrames

MARCH PS

TITLE	GENRE	PUBLISHER
Bear in the Big Blue House	Misc	Ubi Soft

APRIL PS2

TITLE	GENRE	PUBLISHER
Britney Spears Dance Beat	Music	THQ
Onimusha 2	Action	Capcom
Mike Tyson Heavyweight Boxing	Sports	Codemasters
P.O.W. Escape From Colditz Castle	Action	Codemasters
Simpsons Skateboarding	Sports	EA



▲ A rare blend of action and strategy, this Codemasters game will challenge you to make a great escape.

Cool Stuff

Here's a look at some of the hottest new gear that everyone's talking about

TEKKEN FOREVER COMIC SERIES

$2.95 Per Issue/Available starting in January

There is no doubt that there exists a unique synergy between comics and videogames. The highly stylized characters and visual style of videogames lend themselves very well to the comic book format, and if you tie in a great license like the *Tekken* series — in which each of the characters has an interesting backstory and rivalries, and is drawn to a mysterious tournament — you could have a winner on your hands. Image Comics ("Tomb Raider" comics) and producer TidalWave Studios ("10th Muse," "Dollz") are looking to sweeten the deal with talented artist Paco Diaz (Marvel Comics "Deadpool," Acclaim's "Magnus Robot Fighter"), inks by Dark Design, and writer Dave Chi. Best of all, the storyline is based on the quest to unveil the identity of *Tekken Tag's* mysterious final boss, "Unknown," the answer of which will play out in the series.

"Tekken Forever" will have 4 issues in the mini-series, one each month starting in January. The first issue (pictured) has two covers, one by Paco Diaz and Roger Cruz of "10th Muse."

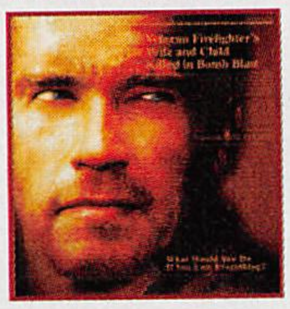
Hot In February

TOP 10 DVDs

OUR TOP PICK:
JAY AND SILENT BOB STRIKE BACK 2/26/02
The famed stoner-slackers' take on the road trip movie gets a 2-disc special edition, complete with audio commentary, deleted scenes, gag reels, behind the scenes stuff, a music video and trailers.

2. Allen Iverson: The Answer	02/05/02
3. The Musketeer	02/26/02
4. Bad News Bears	02/12/02
5. Ghost World	02/05/02
6. Robotrix	02/26/02
7. The Wanderers 3: Winds of War	02/05/02
8. Fresh	02/12/02
9. Starship Troopers Chronicles: Hydora	02/05/02
10. Starship Troopers Chronicles: Tophet	02/05/02

TOP 5 MOVIES (Theater)



OUR TOP PICK:
COLLATERAL DAMAGE 2/08/02
Long-delayed and retooled due to the terrorist attacks of September 11, this film casts Arnold as a firefighter who takes matters into his own hands when international terrorists kill his family. Expect clever catch-phrases.

2. Rollerball 02/08/02
A remake of the 1975 cult film, *Rollerball* details an ultra-violent futuristic sport and features Chris Klein, LL Cool J, and Rebecca Romjin-Stamos.

3. Below 02/08/02
In an odd mix of a sci-fi thriller set during WWII, a U.S. submarine crew must confront not only the Nazis, but a supernatural force.

4. Super Troopers 02/25/02
Likely to get limited release, this off-beat comedy concerns Vermont state troopers trying to keep their jobs during budget cuts.

5. Crossroads 02/15/02
Britney Spears showcases her incredible acting talent as one of three best friends (Britney's the smart one!) on a cross-country road trip.

NPD Funworld TRSTS — SALES CHARTS

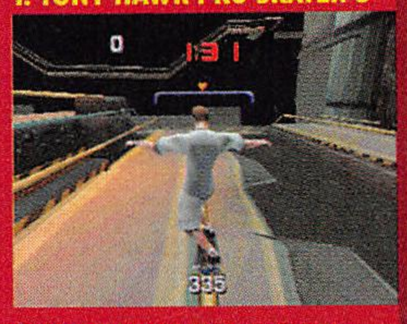
PS2 — MID-NOVEMBER

1. METAL GEAR SOLID 2

2. Grand Theft Auto 3
3. Tony Hawk's Pro Skater 3
4. NBA Live 2002
5. Madden NFL 2002
6. Ace Combat 04
7. Devil May Cry
8. Crash Bandicoot: Cortex
9. SSX Tricky
10. LOK: Soul Reaver 2

PSone — MID-NOVEMBER

1. TONY HAWK PRO SKATER 3



2. Harry Potter: Sorc. Stone
3. Tony Hawk's Pro Skater 2
4. Syphon Filter 3
5. Madden NFL 2002
6. Driver 2
7. Spongebob Squarepants
8. NBA Live 2002
9. Crash Bash
10. Dragon Warrior VII

TOP TEN GAMES — MID-NOVEMBER

1. METAL GEAR SOLID 2 (PS2)

2. Halo (Xbox)
3. Grand Theft Auto 3 (PS2)
4. T. Hawk's Pro Skater 3 (PS2)
5. NBA Live 2002 (PS2)
6. Project Gotham Racer (Xbox)
7. Dead or Alive 3 (Xbox)
8. NFL Fever 2002 (Xbox)
9. Harry Potter: (GBC)
10. Tony Hawk 3 (PSone)

PSM'S BIG GAME UPDATE

1. Maximo

Put on your favorite pair of heart-speckled boxers and nestle up with that special someone, because Capcom will be showering us all with love on Valentine's Day, February 14th.

2. Final Fantasy XI

Despite doubts that PS2 online gaming will take off this year, *FFXI* could change naysayers' outlook. Following the spring release in Japan, word has it *FFXI* will hit the states late this year or in early 2003.

3. Onimusha 2

Capcom North America's President Bill Gardner told us to "keep in mind the number 2" for Capcom's 2002 lineup. Obviously, this in part refers to spring's *Onimusha 2*, sequel to PS2's first worldwide million-seller.

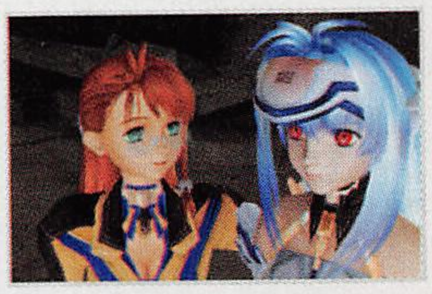
4. Devil May Cry 2?

We couldn't help but figure that Capcom's Bill Gardner was also making a reference to an unannounced *Devil May Cry* sequel, which could arrive in the fourth quarter of this year. Look for the confirmation of this title sometime soon...

5. Virtua Fighter 4

Sega's flagship fighter should arrive shortly after its January release in Japan. *VF* has been less appreciated than Sony's go-to fighter *Tekken*. But *VF4* could very well change that.

6. Xenosaga



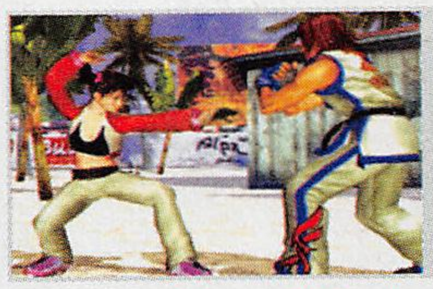
While Namco hasn't said anything new in a while, and we haven't seen a playable version in English, the reaction to this game from the Fall Tokyo Game Show rivaled *MGS2*'s reception at last year's E3. Look for it hopefully by summer.

7. Kingdom Hearts

With the surprise announcement that *FFX* would go on sale in mid-December, the anticipation of the next Square RPG will crescendo until *Kingdom Hearts* arrives next fall.

8. MOH: Frontline

Although it's a console FPS, it is one of the best in the genre, and definitely the best to appear on PSone. While *Allied Assault* is poised to wow PC and Xbox fans, EA will deliver the definitive WWII shooter to PS2 in March.



9. Tekken 4

Its lackluster arcade reception should in no way suggest that *T4* is a dud. Expect your favorite characters to return, plus some new ones. Other features include true 3D movement and interactive backgrounds.

10. Mortal Kombat

This series has quietly drifted away from the gaming scene, but Midway hopes to bring the fifth installment back in October on PS2, rivaling the success of the series' best title, *MKII*. Let's hope Boon and the other creators can revive this series.

ONCE YOU'VE MASTERED THE ART OF REMIXING TRACKS FROM ARTISTS LIKE FUNKSTAR DE LUXE, DJ Q-BERT, THE CRYSTAL METHOD AND NO DOUBT, YOU'LL NEED A NAME THAT YOUR MOTHER DIDN'T CHOOSE FOR YOU.

PlayStation®2

www.SCEA.com Frequency is a trademark of Sony Computer Entertainment America Inc. Developed by Harmonix Music Studios. ©2001 Sony

SELECT AN EQUALLY AWESOME SUBJECT

AND MIX...

DX-2600 DUAL NAMING UNIT

DX-1700 NAMING PROCESSOR

MONEY
▶ MONKEY
MOOSE
MOP
MOPED
MUDBALL
MULLET
MUMBLE

THING
MONKEY

LINE

STATUS:
NAMING IN PROGRESS...
MC SOUR MONKEY

NAME THAT FITS SKILLZ.

LOCATOR

1 2 3
4 5 6
A–C C–D D–F G–I
K–L M–N O–P Q–R
S T W–X Y–Z

MEMORY
SET
CLR

GAIN FLANGE MIX

FILTER
~ING ~ED ~Y

LIST 1 LIST 2 LIST 3 LIST4
LIST 5 LIST 6 LIST 7 LIST 8

MONKEY 237
LIST 6

ON/OFF ON/OFF ON/OFF

L R
MIN MAX
SEND

LEFT RIGHT

REV FWD

⚠ TIPS

BE SHORT
PEOPLE CAN'T REMEMBER MORE THAN THREE WORDS.

USE YOUR INTERESTS
IF YOUR NAME IS JOHN AND YOU REALLY LIKE HOT-BUTTERED YAMS AND PING PONG, WELL, TRY AND USE THAT.

SET-UP TEST TRACE

SQUENCING
1 2 3

PROG. TRACK TASK STEP

TOTAL 8738
OPTIONS

TUNE TEST CANCEL
PRE
CREATE NAME
L R
MIX
MIN MAX
MAIN VOL.
MIN MAX
VOL.
PHONES

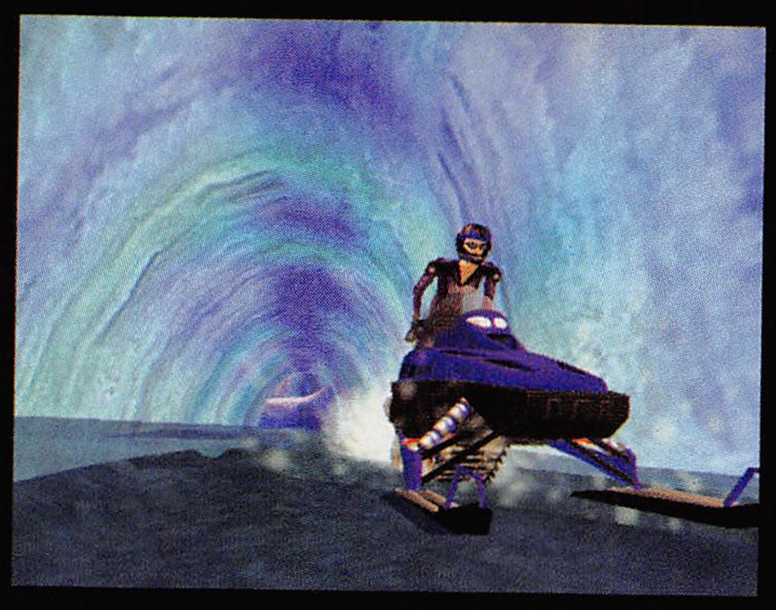
FREQUENCY™

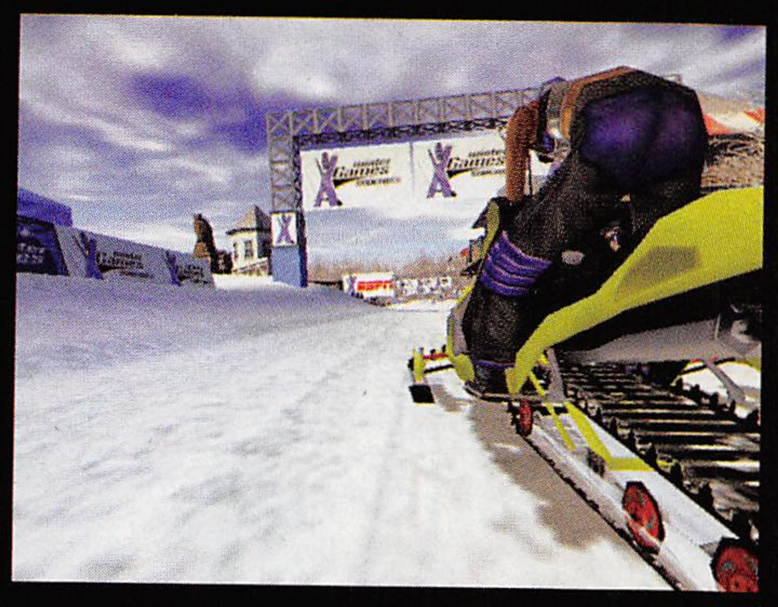
Computer Entertainment America Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

HARMONIX®

EVERYONE
E
CONTENT RATED BY ESRB

Mild Lyrics





BREAK OUT IN A REALLY COLD SWEAT.

WINTER X GAMES GOLD MEDALIST
Tucker Hibbert

ESPN Winter X Games Snocross lets you grab the handlebars, fly off kickers, and roost into real snowmobile racing. You choose from 6 real pro racers and compete against the top sled slingers out there. Featuring hidden shortcuts and variable weather conditions for any full-throttled appetite. Need to step it up a notch? Hit the hole-shot in X Games Mode, where you can sweat your way up to the pro level and capture the gold medal.

winter Games snocross™

Tucker Hibbert, Nathan Titus, Dennis Eckstrom, Justin Tate, Trevor John, & Yuji Nakazawa.

TEEN T CONTENT RATED BY ESRB — Strong Lyrics

ESPN the games

XBOX

PlayStation.2

KONAMI®

©2001 Disney. ESPN, ESPN the Games and X Games are trademarks of ESPN, Inc. KONAMI® is a registered trademark of Konami Corporation. ©2001 KONAMI. All Rights Reserved. "PlayStation and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Game Boy Advance is a trademark of Nintendo. ©2001 Nintendo. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft.

REVIEWS

The world's most accurate, in-depth game analysis

Contents

40 ▶ Dragon Rage/Wave Rally/ Parappa The Rapper 2

42 ▶ Drakan/Grandia II/ ESPN Snowboarding 2002

44 ▶ Gitaroo Man/Rez/Wizardry

38 ▶ Jade Cocoon 2/Legends Of Wrestling/NFL GameDay 2002

32 ▶ Maximo: Ghosts To Glory

46 ▶ Max Payne

41 ▶ NBA 2K2

Maximo: Ghosts To Glory

Maximo's got awesome moves, cool boxers, and now our coveted Must-Buy award! pg. 32

SORRY, TONY!

In our December 2001 issue, we scored the PSone version of *Tony Hawk's Pro Skater 3* a not-so-hot 4 out of 10. However, we later received a version of the game that was somewhat better; good enough for us to now upgrade our score to a 6. We hope this helps if you're still deciding whether or not to buy.

OUR SCORING SYSTEM

10	▶ CLASSIC	A rare gem; Our highest recommendation
9	▶ OUTSTANDING	One of the better games this year
8	▶ VERY GOOD	You can't go wrong — MUST-BUY
7	▶ GOOD	A solid game
6	▶ OKAY	Kind of fun, but no big deal
5	▶ SO-SO	You've got to love the subject matter
4	▶ LACKING	Big flaws really hurt this game — WARNING
3	▶ BAD	Not fun at all
2	▶ AWFUL	This game is an insult
1	▶ WHY?	Why would anyone do this to us?

We take our reviews very seriously. We spend hours upon hours play-testing each title to give you the best information to help you buy.

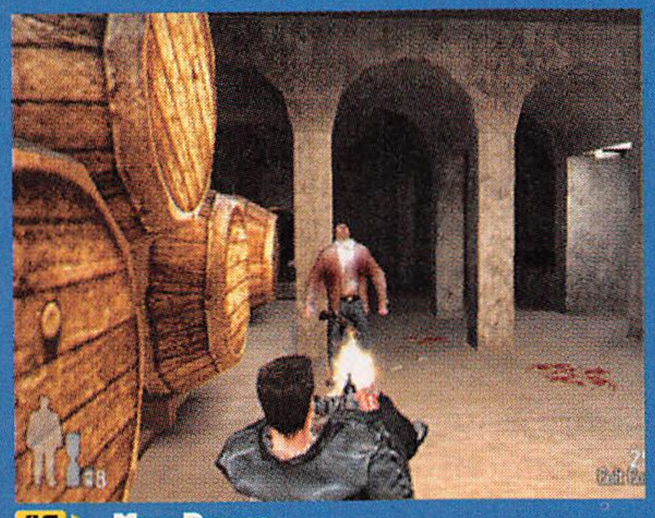
Games that score an 8, 9 or 10 earn a Bronze, Silver or Gold PSM Must-Buy award. We don't hand them out easily, so if you see one on a review, a game box or advertising, be sure to check that game out.

Finally, when looking up past scores, keep in mind that older games usually wouldn't fare as well if they were reviewed today.

PSM MUST-BUY

Be sure to check out these top games!

41 ▶ NBA 2K2



46 ▶ Max Payne

PS2

TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
PLATFORM	CAPCOM	CAPCOM DIGITAL	1	1 CD	TEEN

PSM GAME OF THE MONTH

MAXIMO GHOSTS TO GLORY

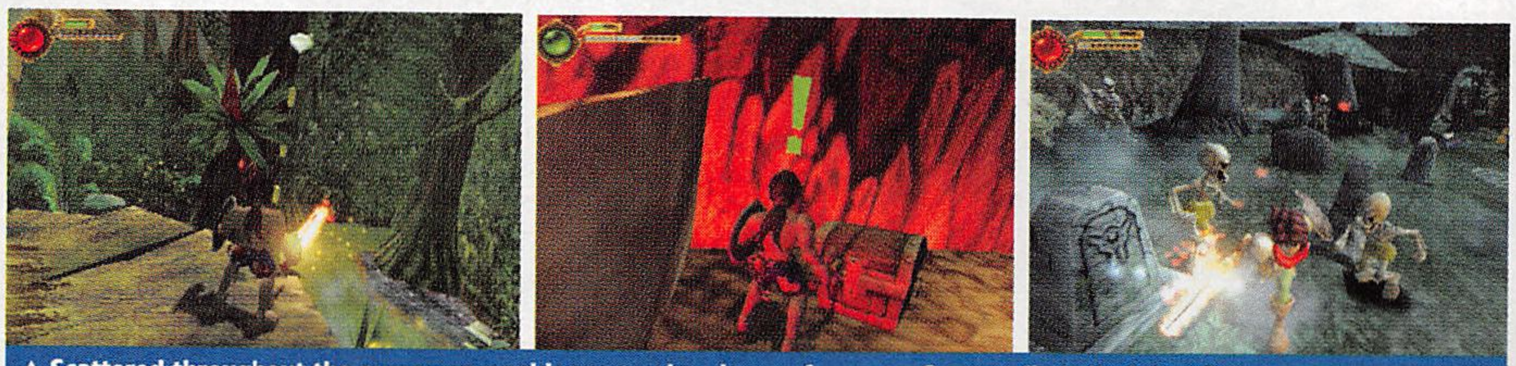
▲ *Maximo* captures the essence of of its predecessor while adding new gameplay and a new look.

Capcom delivers old-school fun with new-school style

It could be said that *Jak and Daxter* showed gamers the new direction of the platforming genre with its massive, seamless go-anywhere world. *Maximo,* on the other hand, returns us to the more constrained realm of the "traditional" level-based 3D platformer, with the main focus being on fine-tuning classic platformer gameplay to the nth degree. The first PS2 game from Capcom's newly formed U.S. studio, it's not only a sterling initial effort, but also one of the best overall examples of the genre we've ever played.

HOW IT STACKS UP

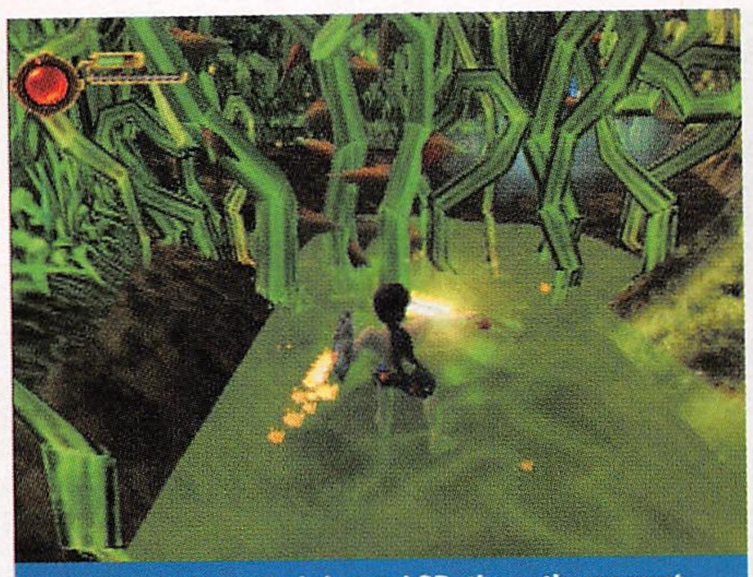
1	▶ Maximo: Ghosts to Glory (PS2)	9 out of 10
2	▶ Jak And Daxter (PS2)	9 out of 10
3	▶ Rayman 2: Revolution (PS2)	9 out of 10
4	▶ Klonoa 2: Lunatea's Veil (PS2)	8 out of 10
5	▶ Crash Bandicoot: TWOC (PS2)	6 out of 10



▲ Scattered throughout the numerous worlds are an abundance of secrets. Can you find all of them?

In fact, a lot of the crew behind the game previously worked on the *Crash Bandicoot* series, and it shows in a lot of ways. The pacing is similar, the overall control shows the same attention to tuning, and, most of all, the cartoon-like qualities of its characters and world. But it's a different and overall better game for a number of reasons.

First up are the core play mechanics themselves. The number of actions that Maximo can perform is downright mind-boggling, but at the same time, every one has a very specific use and advantage. I can't say how many times I said "wow" after getting a new power-up and realizing what it did, or smiled at how it changed the way I played the game. Maximo's shield, which could have been just an afterthought, becomes a central play mechanic — you'll often need to block attacks before returning blows, and the shield throwing ability becomes incredibly strategic later on. The ability to throw the shield more precisely from a first-person ▶



▲ Although the game is in total 3D, the path you must travel is often limited. This is somewhat similar to the environments in the *Crash Bandicoot* games.

▶ viewpoint would have been a welcome addition, but is not missed too much.

Probably the best aspect of the control, however, is that the moves (even the basic ones, like Maximo's double jump) all feel very rewarding to perform — there's a really visceral feeling to playing the part of Maximo in this game. You can even combine items, such as the Shield of Midas (which sucks in items) and the Shield Throw to reach far-away power-ups. It's these sort of things that you can almost see the game's creators winking at.

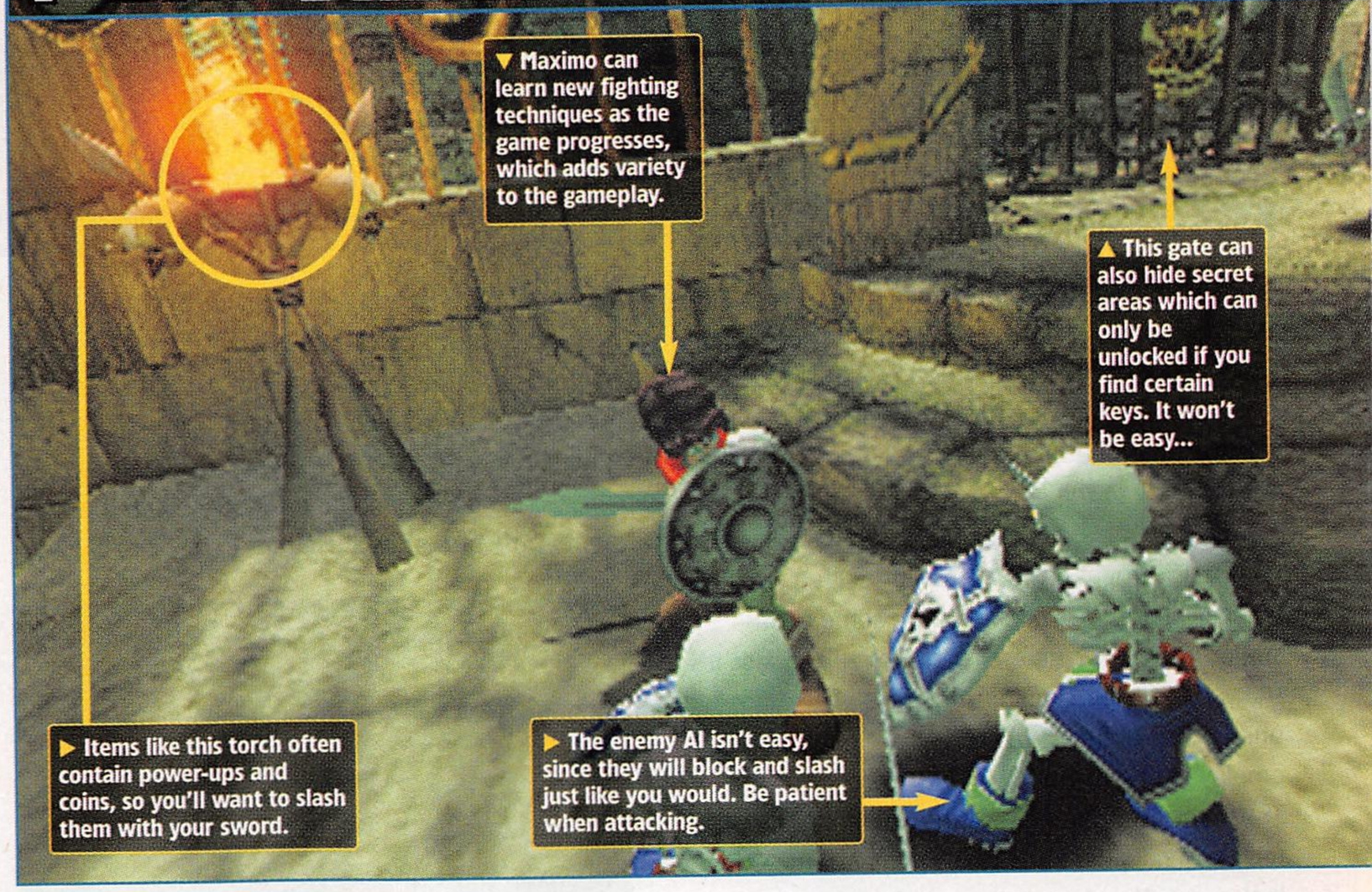
My only real control complaints are that Maximo can't grab ledges and there's no way to center the camera behind Maximo while he's moving — it would have made some situations less hectic (and deadly). Overall, though, the camera system is one of the best I've encountered (better than *Jak and Daxter's)* in a platformer, and even goes as far as to employ some cool "crazy" camera angles for effect.

The same attention to detail and tuning extends to the enemies themselves. While there are a cast of basic foes that you'll always comes across no matter what level you're in, they each have specific weaknesses to learn. There are also level-specific enemies that are not only tougher, but even more clever in their attacks. The boss encounters (of which there are five) are challenging, but not too hard — once you learn to pick up the visual cues they give, in classic form, about their weak points.

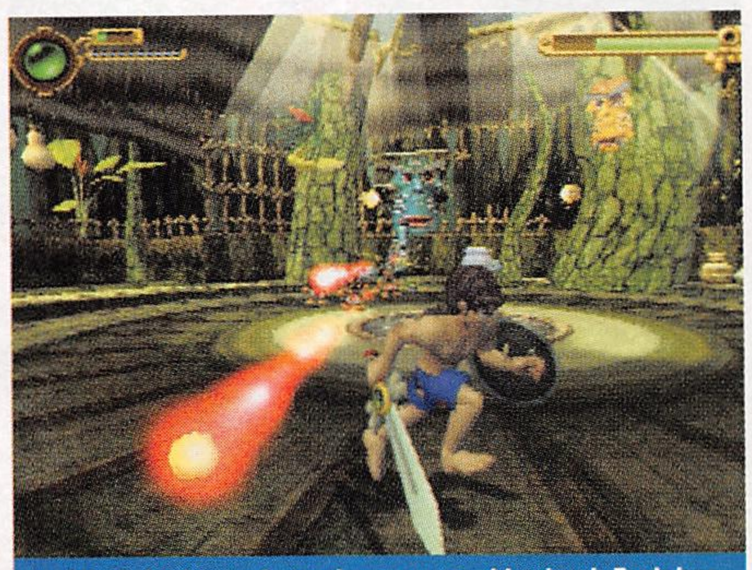
Then there are, of course, the levels themselves. I'd rank them right up there with *Jak and Daxter* in my list of favorites — there's just so much to see, do, and find in them. And while they're always driving ▶

PSM BREAKDOWN

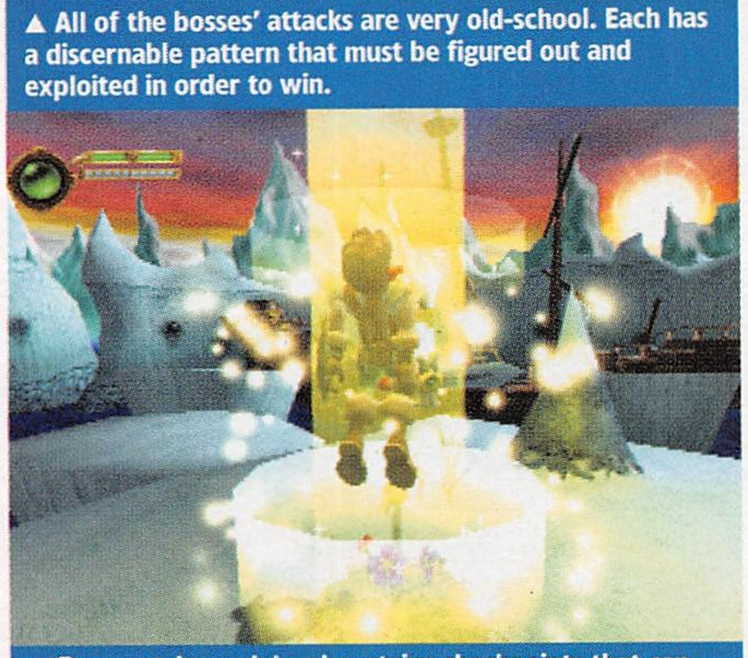
An up-close look at the game in action



"Not only an excellent first effort, but also one of the best overall examples of the genre we've ever played"

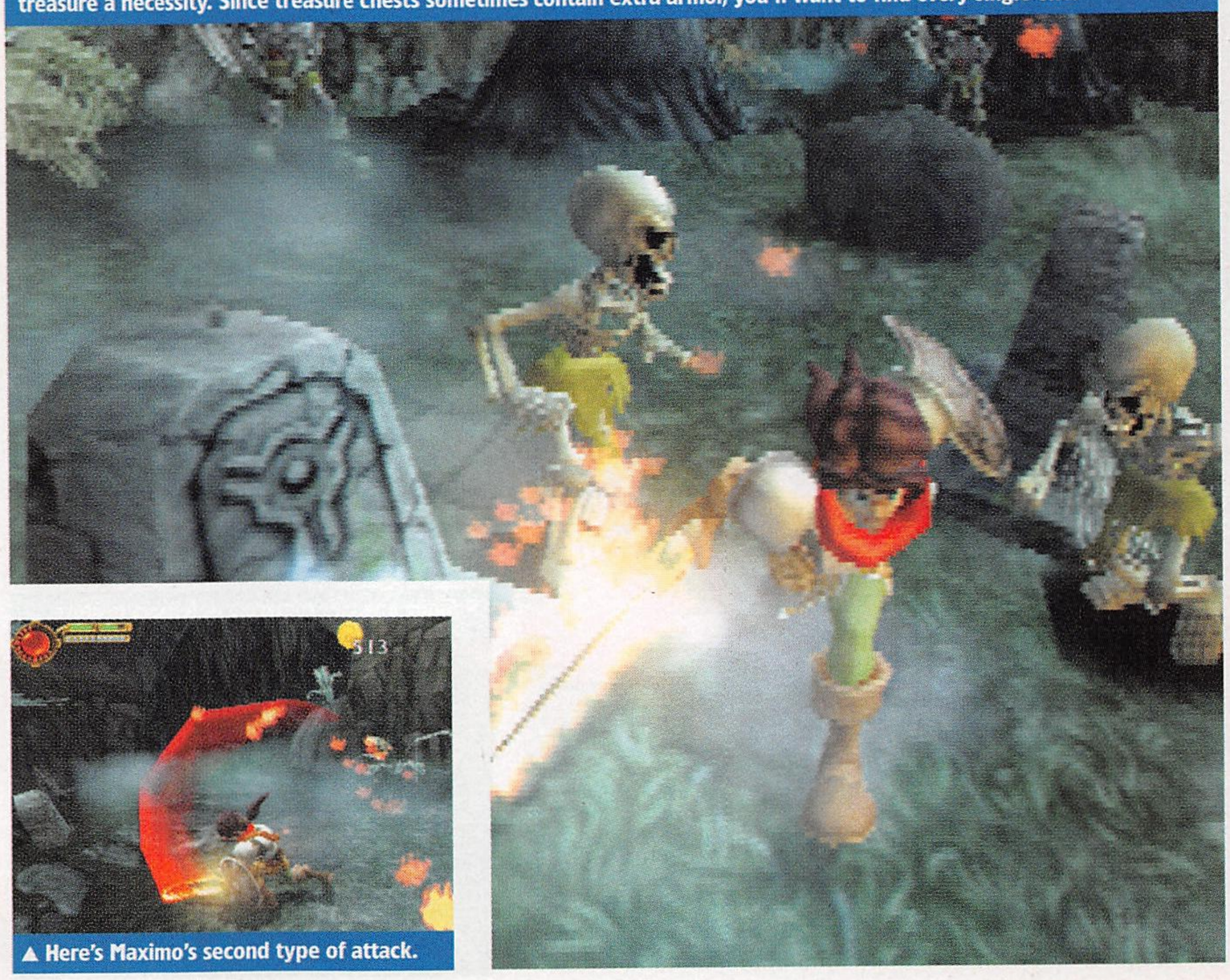


▲ All of the bosses' attacks are very old-school. Each has a discernable pattern that must be figured out and exploited in order to win.



▲ Fortunately, each level contains checkpoints that can revive you in case you die.

▼ As you proceed through the game, the enemies get progressively more difficult, which makes finding every hidden treasure a necessity. Since treasure chests sometimes contain extra armor, you'll want to find every single one.



▲ Here's Maximo's second type of attack.

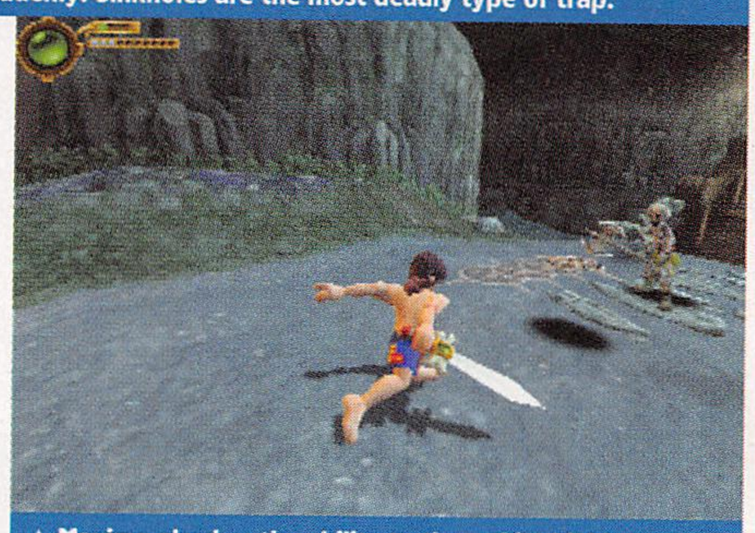
▲ There are many traps hidden throughout every level in the game. If you're not constantly on the lookout, death may strike suddenly! Sinkholes are the most deadly type of trap.

▶ you forward, there's just enough room to explore. The one aspect of the worlds I'd like to have seen expanded are level-specific events. The first one has some (such as trees crashing through bridges and rising ground), but they seem sadly forgotten as you get further into the game.

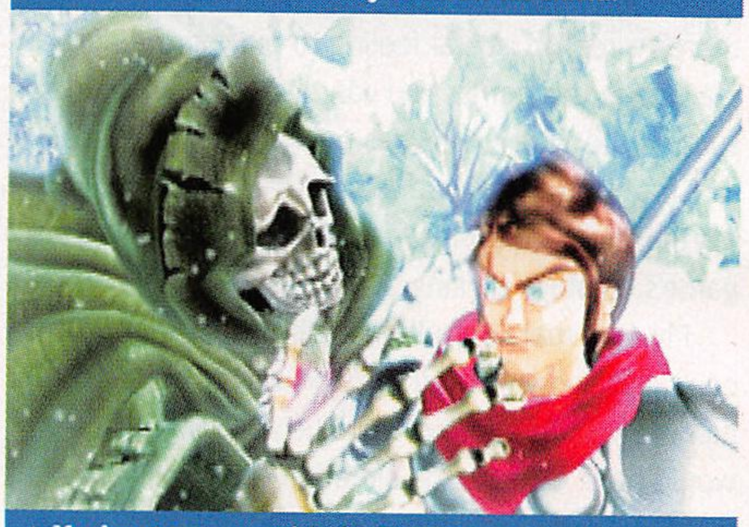
Overall, I'd classify *Maximo* as "very technically polished" — right down to the title screen. While its worlds could have benefited from some extra smoothness on objects, or more texture variety, it's still very detailed, and, most of all, highly atmospheric. Lots of fog, rain, and lighting effects are employed to give each world its own unique feel. The first world (the graveyard) is still a stand-out in terms overall polish and wow factor, but they all look great. The characters — designed by Japanese artist Susumu Matsushita — also have a style all their own, and Maximo definitely has what it takes to be more than a one-shot mascot. He and the rest of the cast are animated extremely well, conveying a lot of body language and emotion. Even the items and power-ups have character!

Audio-wise, the boisterous music will have you humming along, although it seems a little too subdued in world two. The sound effects remain consistently good throughout, though, with the large number of voice effects used for *Maximo* really ▶

▲ The volumetric fog adds an eerie effect to this scene.



▲ Maximo also has the ability to throw his shield.

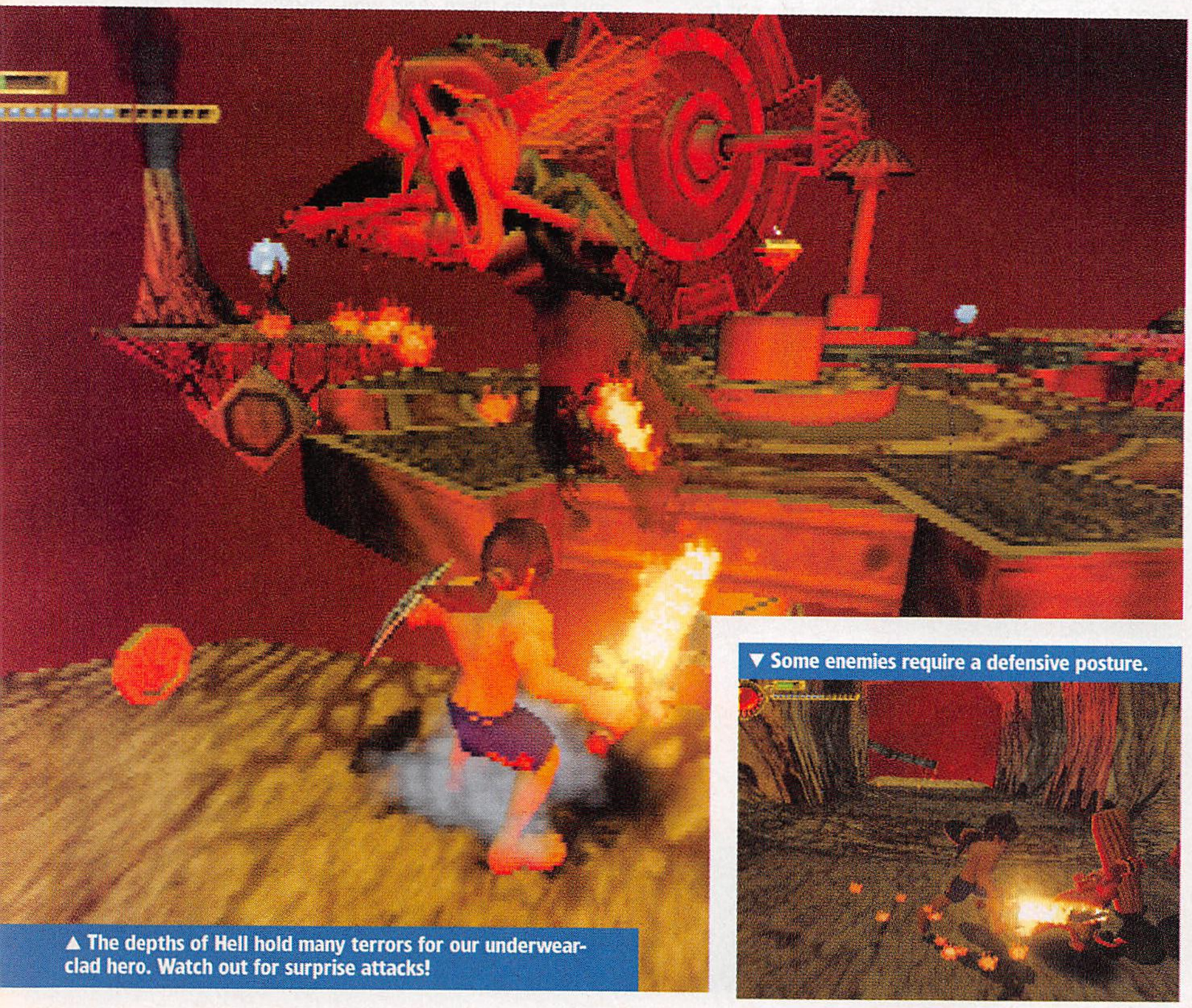


▲ Maximo teams up with the Reaper to return dead souls.

"I can't say how many times I said 'wow' after getting a new power-up and realizing what it did"

▲ One reward for winning is a gallery of game art.

▲ The first person view can sometimes be disarming!



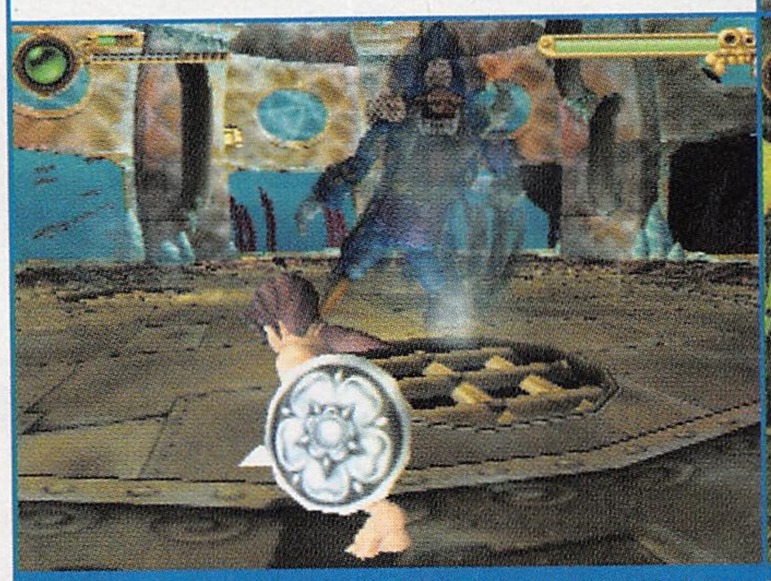
▲ The depths of Hell hold many terrors for our underwear-clad hero. Watch out for surprise attacks!

▼ Some enemies require a defensive posture.

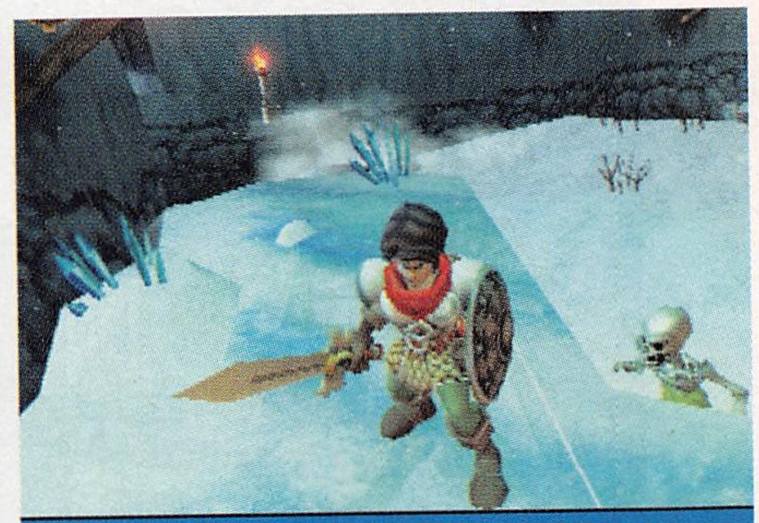
▲ Every enemy destroyed produces collectable items.

STYLE EQUALS SUBSTANCE

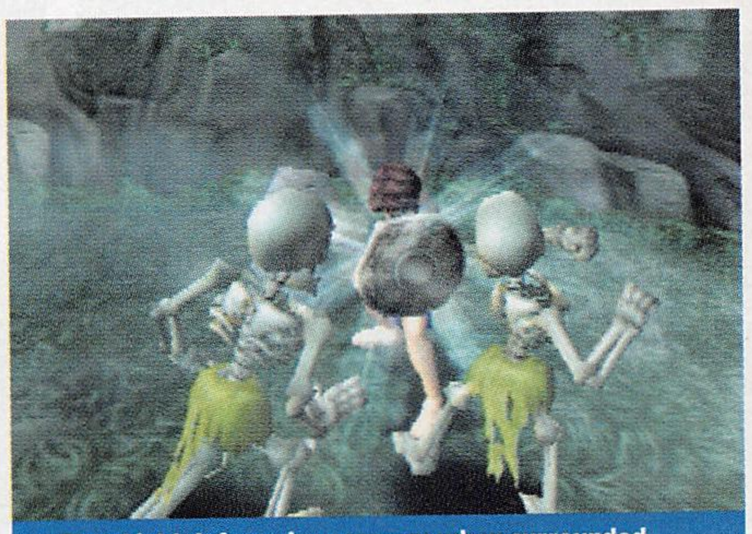
Maximo doesn't change his outfit for the sake of style — it tells how he's doing. Each bit of armor equals another stage of his life bar, and can be powered up to limited invincibility. If he's running around in his boxers, he's about to die. And not just from embarrassment, either...



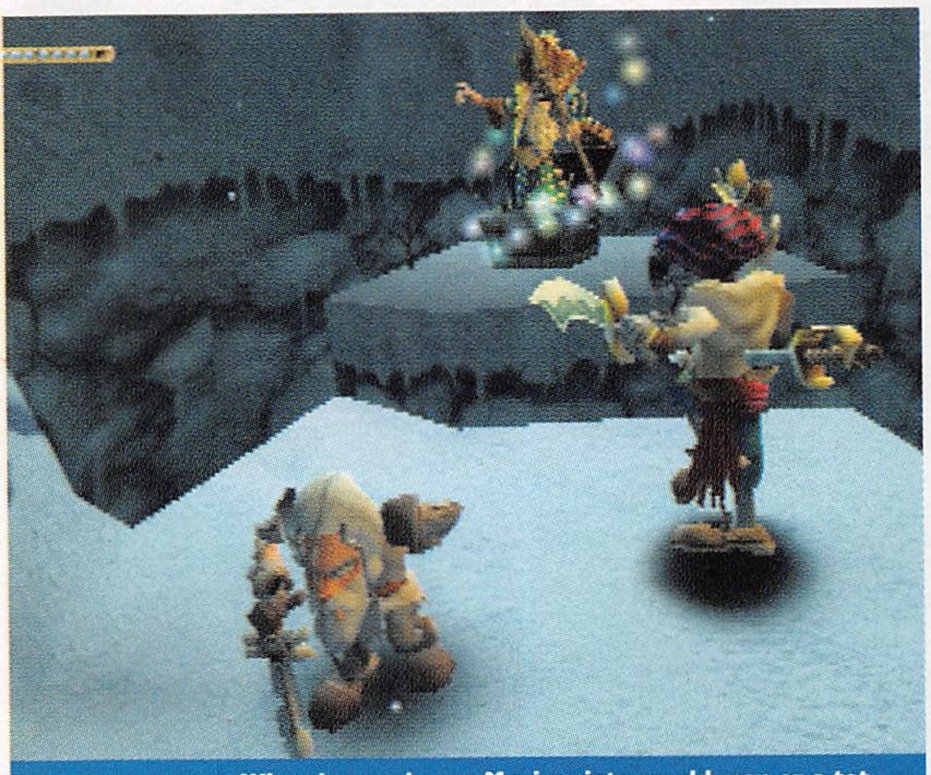
▲ Maximo can upgrade his armor, shield, and even his boxer shorts, which are also available in cow spot prints!



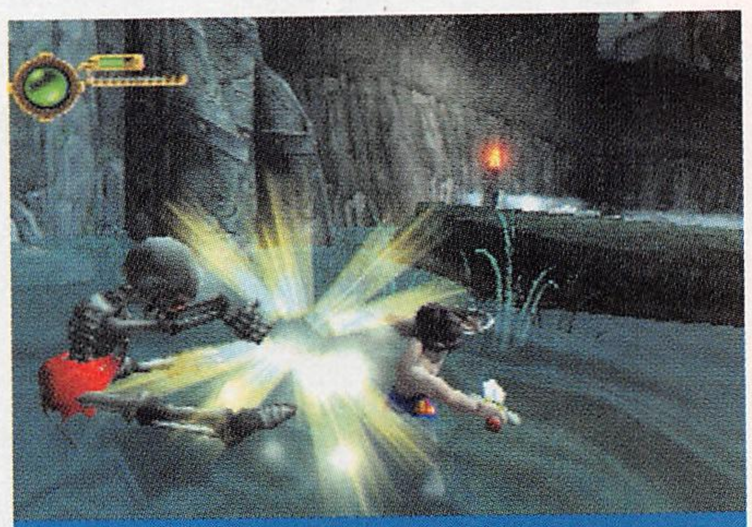
▲ The ice looks so real you'll swear that you're cold.



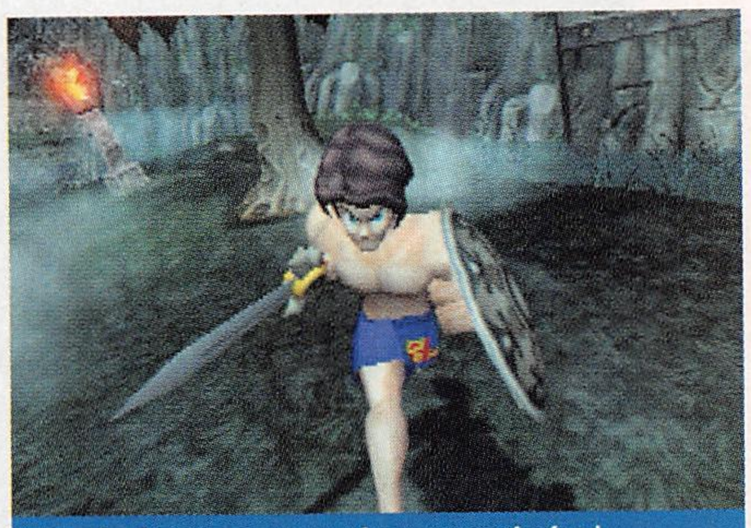
▲ The shield defense is necessary when surrounded.



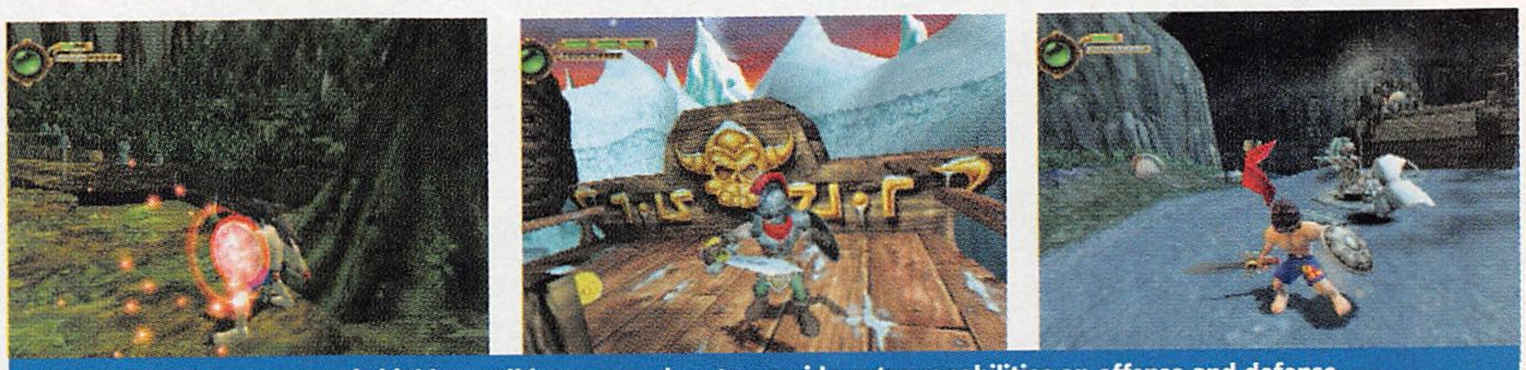
▲ Wizards can change Maximo into an old man or a tot.



▲ Even the Hub worlds are filled with danger.



▲ Lack of armor means you're very nearly dead.



▲ Your armor, weapons and shield can all be powered up to provide extra capabilities on offense and defense.

▶ helping to give him more character — he yelps, grunts, and reacts audibly to enemies and various different level events.

In terms of challenge, *Maximo* is about average. It's a game that can be played casually or thoroughly — you can get through the levels fairly quickly if you want by just taking out key enemies, but you won't have the items or money you'll need to do a lot later on — or get the most fun out of the experience. It never feels especially unforgiving, but there are definitely times when you'll be cherishing that extra life or continue. Thankfully, as with the coin-based system for purchasing power-ups, the spirit-collecting mechanic that results in "Death Coins" (continues) actually works really well.

The fact that you must collect 100 coins to save or move between worlds, however, doesn't. It just seems archaic to make players do this nowadays, especially when a lot of games are making the move to "save anywhere" systems. It's not too huge of a pain, but it's still annoying, nonetheless.

That said, there is a real benefit to going back and getting a higher completion rate in each level: you'll gain access to extra features, such as a very cool art gallery and movie mode. You can even buy designer boxer shorts for Maximo, so he can dash around in style when his armor's knocked off.

Good (and great) points aside, I do have some nit-picky gripes. For one, I really wish that the cutscenes would have been done in-game; they don't seem to fit into the mix that well. Plus, there's still the old-schooler in me that wishes they'd called this *Ghosts 'N Goblins 3D* (which it technically is) and stopped hinting at its classic theme in the music — Maximo even hums it while idle, for goodness sake!

Suffice to say, if you buy *Maximo* — and you most definitely should — you'll be playing one of the best 3D platformers in a long time. It's polished, challenging, lots of fun, and deserves to be placed right up there with Naughty Dog's seasoned efforts in *Jak and Daxter*. There's still plenty of room to explore in a sequel, though, and we can only hope the team is already well underway on planning one.

▶ **Randy Nelson**

PSM FINAL SCORE 9/10

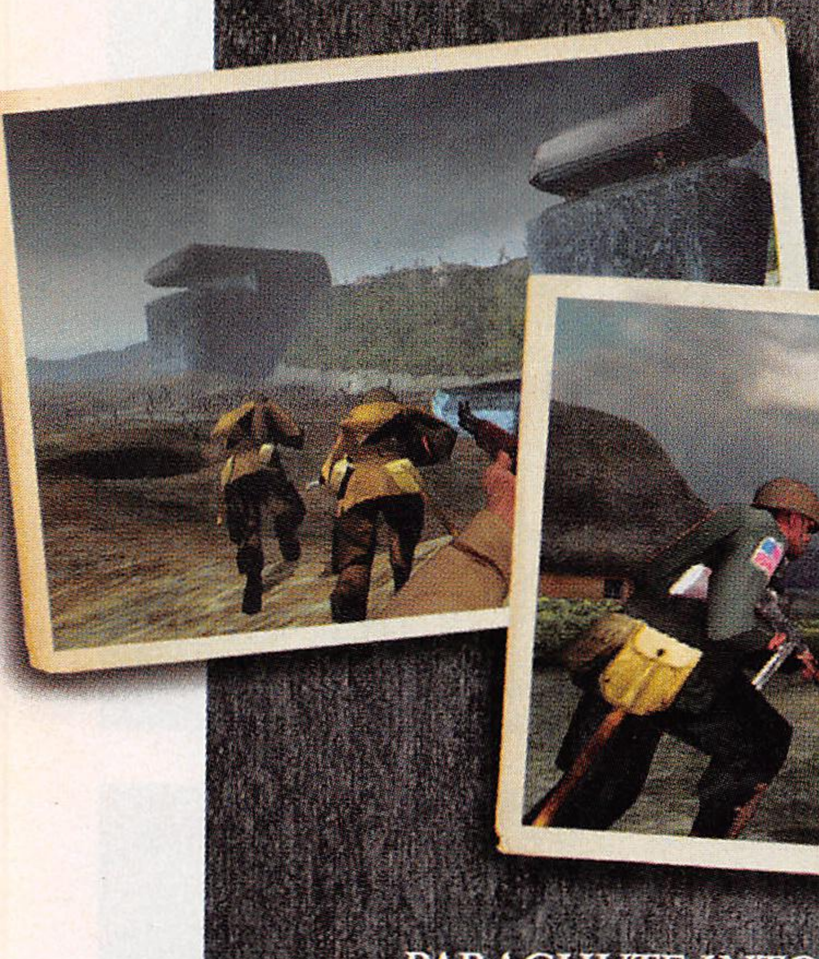
OUTSTANDING

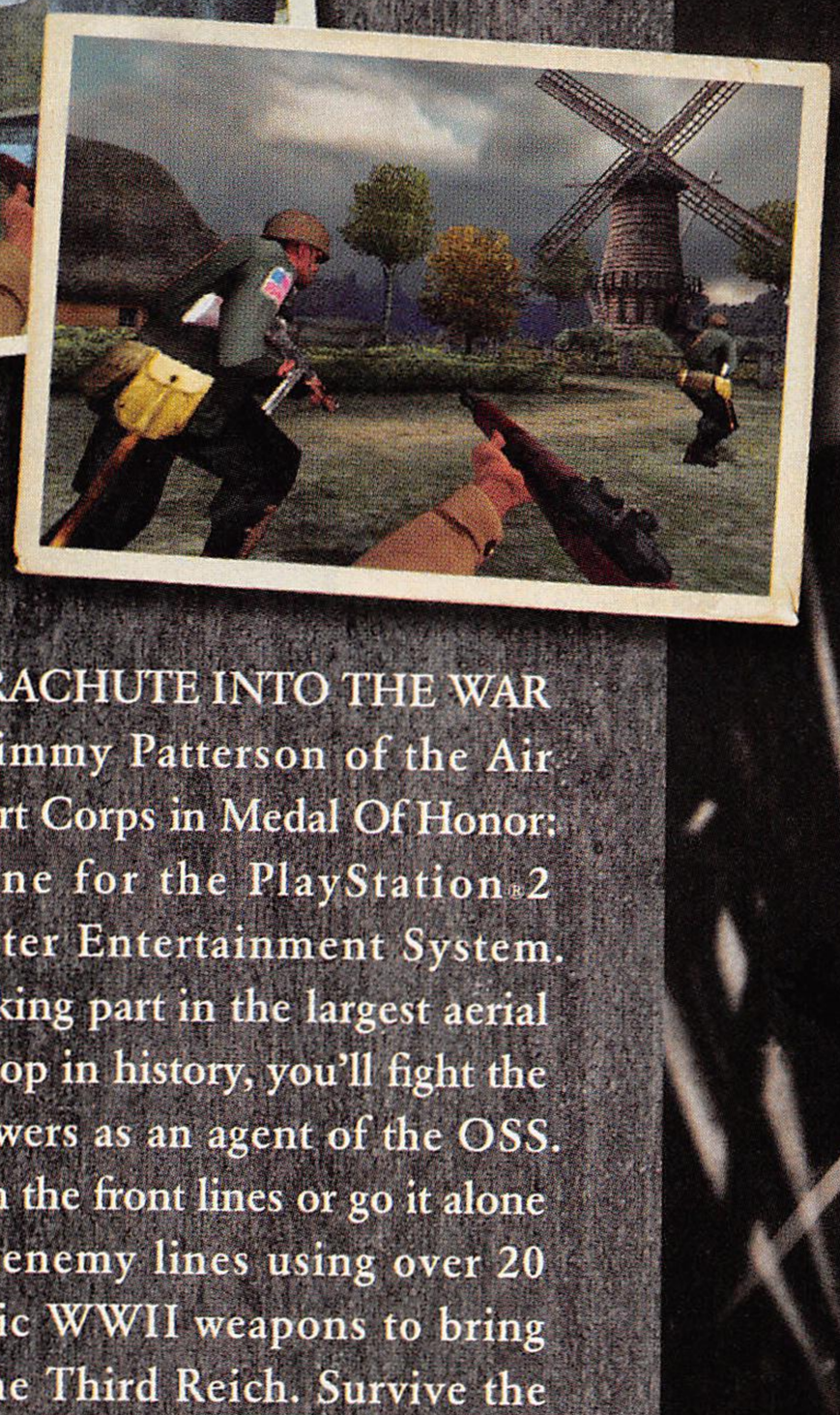
From its excellent mechanics to its superb level design and personality, this is one of the best 3D platformers yet.

PSM MUST-BUY

"YOU ARE ABOUT TO EMBARK UPON THE GREAT CRUSADE."

General Dwight D. Eisenhower, D-Day.





PARACHUTE INTO THE WAR as Lt. Jimmy Patterson of the Air Transport Corps in Medal Of Honor: Frontline for the PlayStation®2 Computer Entertainment System. After taking part in the largest aerial troop drop in history, you'll fight the Axis Powers as an agent of the OSS. Battle on the front lines or go it alone behind enemy lines using over 20 authentic WWII weapons to bring down the Third Reich. Survive the first deadly mission and you're only 17 more away from victory.

MEDAL OF HONOR FRONTLINE

You don't play. You volunteer.

www.moh.ea.com

PlayStation®2

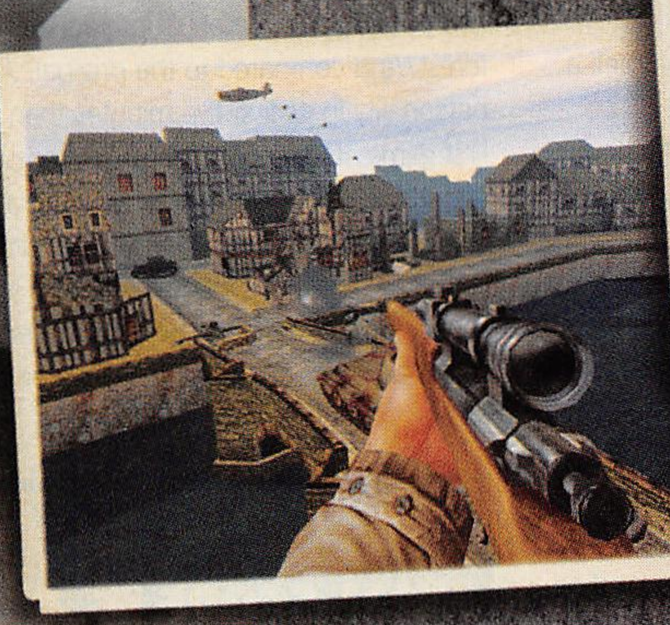
PRODUCTS RANGE FROM RATING PENDING TO TEEN

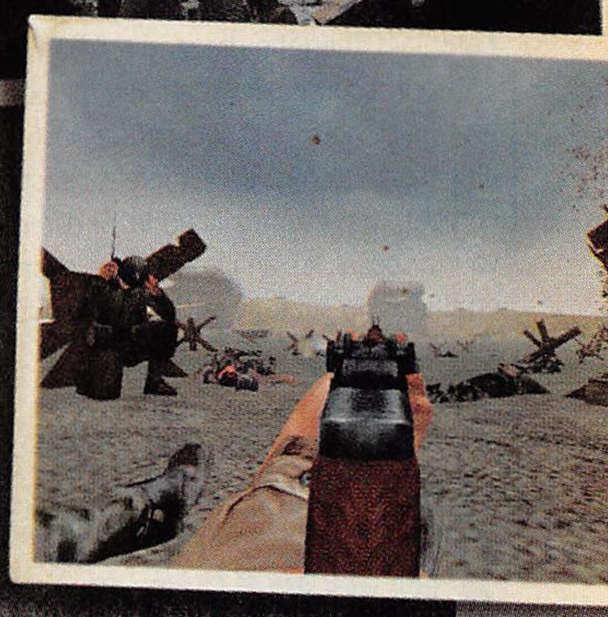
RP-T

CONTENT RATED BY ESRB

EA GAMES

EAGAMES.COM





gamespy Best of E3 2001 Action

STEP INTO THE BOOTS of Lt. Mike Powell of the First Ranger Battalion in Medal Of Honor: Allied Assault for your PC. Join the 'special infantry' as an elite soldier trained to execute covert missions in advance of major Allied offensives. Fight with a crack unit or go it alone using over 20 authentic WWII weapons to defeat a vicious, motivated enemy. But remember with six harrowing campaigns, the only reward for victory is another deadly mission.

MEDAL OF HONOR ALLIED ASSAULT

You don't play. You volunteer.

www.moh.ea.com

PC CD ROM

©2001 Electronic Arts Inc. Medal of Honor Allied Assault, Medal of Honor Frontline, EA GAMES, the EA GAMES logo and Electronic Arts are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. Medal of Honor is a trademark or registered trademark of Electronic Arts Inc. in the U.S. and/or other countries for computer and video game products. EA GAMES™ is an Electronic Arts™ brand. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All other trademarks are the property of their respective owners. GameSpy and the GameSpy logo are trademarks of GameSpy Industries.

PS2 | TYPE: RPG | PUBLISHER: UBI SOFT | DEVELOPER: GENKI | # OF PLAYERS: 1-2 | # OF DISCS: 1 DVD | ESRB RATING: TEEN

JADE COCOON 2

When the first *Jade Cocoon* released on PSone, it met with mixed results. Part monster collection game, part traditional RPG, there was no denying that it was a pretty game. Unfortunately, if fell a little short in the gameplay department. For the PS2 follow-up, Genki has overhauled the game, with a new cast of characters that centers around Kahu, a young boy who must hone his Cocoon Master skills in order to "purify" the beasts that inhabit four different forests. If Kahu fails, then the dreaded Kalma will destroy the world.

Your responsibility is strategically deciding which beast and which ability will succeed against your enemy. You're able to switch between different beasts on the fly during combat, with eventually up to 12 different monsters at your disposal. It's an interesting system that places emphasis on strategy rather than brute force, but, in the end, it still feels a little limited.

Ubi Soft's localization is superb, with attention placed on the copious amount of voice that accompanies nearly every single one of Kahu's interactions in town and in the forest. And compared to the original, *JC2* contains more personality in its first five minutes than the whole of the first game. Its quirky sense of humor perfectly compliments the game's amazingly colorful and lush graphics.

But even with a host of new features and a wonderful look, *JC2* still seems strangely limited in its gameplay and scope. Most gamers will no doubt overlook the simplicity and mechanics to find a pleasantly engaging game within.

▶ **Francesca Reyes**

▲ You can battle against a friend's monster in two player mode, but the real meat lies in the one player adventure.

PSM FINAL SCORE 7/10

GOOD
***Jade Cocoon 2* features an interesting gameplay system and some really nice looking visuals. Its biggest problem is that it's a little too simplistic and limited in scope.**

PS2 | TYPE: WRESTLING | PUBLISHER: ACCLAIM | DEVELOPER: ACCLAIM | # OF PLAYERS: 1-2 | # OF DISCS: 1 CD | ESRB RATING: TEEN

LEGENDS OF WRESTLING

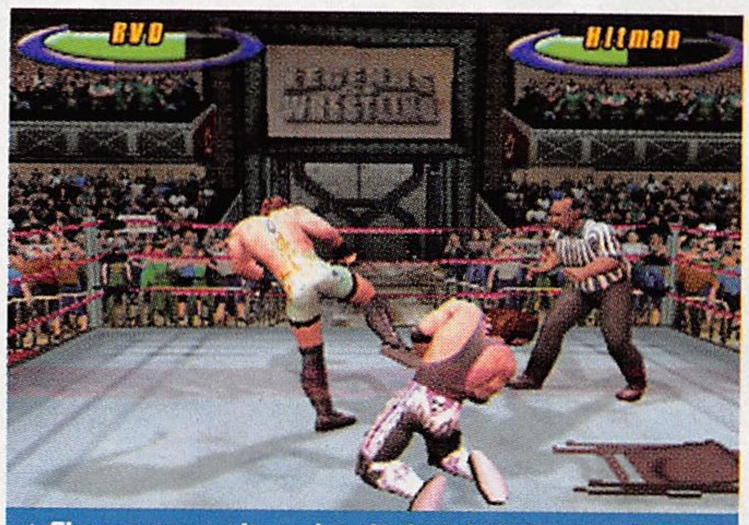
These days, the WWF has been the only real game in town for pro wrestling fans — on TV and in videogames. As such, *Legends of Wrestling* doesn't have any real license, but instead takes on Vince McMahon's empire with a unique gameplay system and some of the most famous names from the sport's past.

The good news is that *LoW* succeeds in a lot of ways. The grappling and countering system, which relies on rhythm game-like meters, really puts a lot of emphasis on reversals and timing. It also captures a lot of the more subtle nuances of the sport — such as straining for rope breaks during submissions — better than any other PS2 wrestler. The wrestlers also look really good, move well, and their moves lists are quite extensive.

On the other hand, the game can often feel painfully slow. The fact that the wrestlers' timing meters are located at the top of the screen really takes your eyes off the action a lot, too. There's also a problem with wrestlers "no selling" big moves and finishes — they simply pop up after being pinned. The season mode could have benefited from a little work, too: you're not even told who your next opponent is.

Most wrestling fans will still find *Smackdown*'s faster-paced gameplay and sheer enormity of play modes more their style, but *LoW* should still be considered by those who want to try something new.

▶ **Randy Nelson**



▲ The arenas aren't much to look at, but the wrestlers are well animated and the front row crowd is even polygonal.

PSM FINAL SCORE 6/10

OKAY
The grappling and countering system are refreshing and well executed, but the presentation and slow play speed left us wanting. Fans of Pre-WWF "Attitude" Wrestling will probably like it most.

PS2 | TYPE: SPORTS | PUBLISHER: 989 SPORTS | DEVELOPER: RED ZONE | # OF PLAYERS: 1-8 | # OF DISCS: 1 CD | ESRB RATING: EVERYONE

NFL GAMEDAY 2002

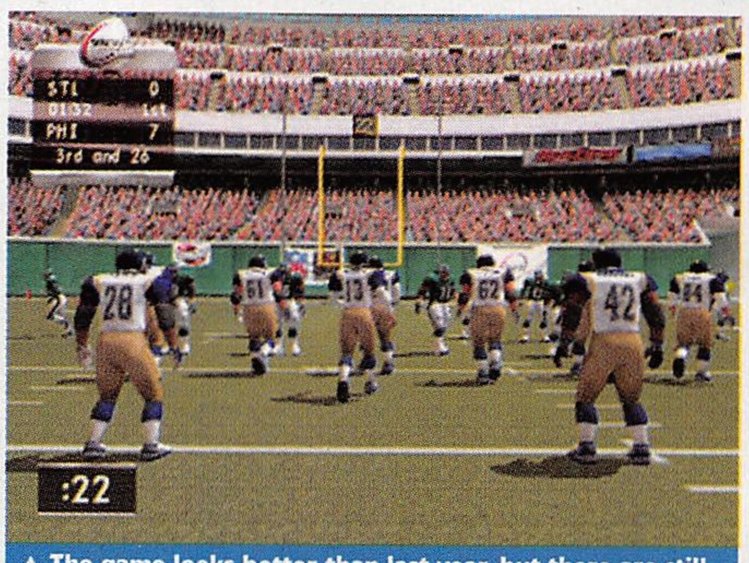
***GameDay 2001* was an unfinished disaster that will forever be considered one of the worst** PS2 games ever made. *GameDay 2002* is a step in the right direction. Unfortunately, it's only "baby steps."

Sure, the graphics are improved over last year's mess... at least until the action starts. The player models are improved, but the graphics sometimes bog down so much the game is nearly unplayable. If, for instance, you're playing a linebacker, you'll rarely get to the quarterback because the game goes into slo-mo at the snap and the offensive linemen 'magically' warp into the perfect blocking position. This makes defense utterly frustrating. On offense, it's just as bad. We have never once been able to pull off a play action pass — it's a guaranteed sack every time. Why is it even in the playbook?

If that were the only problem, this game would be awful enough, but *GameDay 2002* is packed full of glitches, bugs, and design flaws that brought us to new depths of aggravation. Players randomly run at inhuman speeds, defenders warp into tackles from yards away, and the computer often screws up tight contests with unforgivable turnover bugs. It is quite simply an unfinished game.

Last year, we said that it would take years for the *GameDay* franchise to regain its place as a contender among the football elite. Judging by this version, we may need to add a few more years to our assessment, because right now this franchise isn't even in the same stadium as *Madden* or *NFL 2K2*.

▶ **Dan Egger**



▲ The game looks better than last year, but there are still major slowdown problems and weird visual glitches.

PSM FINAL SCORE 3/10

BAD
If you're hungry for a PS2 football game, this should be your last choice. It's slightly better than last year's *GameDay,* but is still full of holes, bugs, and overall sloppiness.

MOBILE SUIT GUNDAM™ ZEONIC FRONT

GOOD. MEAN. FUN.

Become your own worst enemy!

For years you fought against the Zeon, now fight as one. For the first time, assume the role of a Zeon and take control of an elite mobile suit team. Set in the One Year War, battle against the Earth Federation for independence and control of Earth territories. Control up to three attack teams per mission and devise superior strategies against Earth Federation troops. As the Federation, with their superior numbers, launches a massive counter strike on Zeon controlled territories, show Gundam, once and for all, that Zeon won't go down without a fight! Hail Zeon!

"The giant Mobile Suits of the Gundam Universe meets the squad-based action of Rainbow 6. Zeonic Front shows tremendous potential for innovation and fun!"
-gamecritics.com

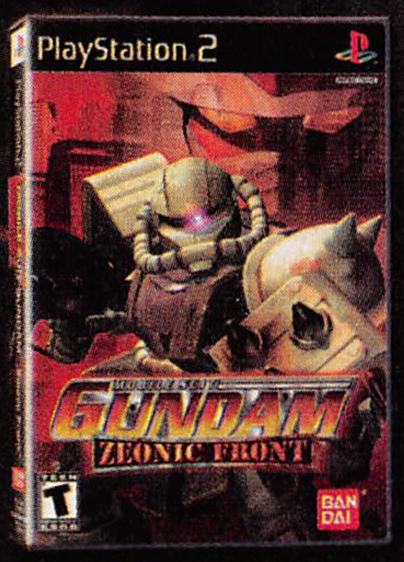
PAY BACK TIME!

TEEN T
CONTENT RATED BY ESRB
Violence

PlayStation 2

BANDAI

www.bandaigames.com



© SOTSU AGENCY • SUNRISE. Program © 2001 Bandai Co., Ltd. "Gundam", "Mobile Suit", and all related characters, names, logos, distinctive likenesses, drawings and other images contained in this product are the exclusive property of Sotsu Agency and Sunrise Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment, Inc. Used under license by Bandai America Inc. All rights reserved.

PS2 | TYPE: ACTION | PUBLISHER: 3DO | DEVELOPER: 3DO | # OF PLAYERS: 1-2 | # OF DISCS: 1 CD | ESRB RATING: EVERYONE

DRAGON RAGE

There are three things we'd love to be in a fantasy universe: a ninja, a dragon, or Lara Croft's pants. While we wait for the pants game, we'll have to put up with efforts like *Dragon Rage*, a good idea for a game that never quite catches fire. You take control of Cael, an angry dragon who has to wreak vengeance on his former Orcish captors.

That sounds like a good time to us, but *Dragon Rage* suffers from two problems. First, it ain't all that great to look at. The landscape is mostly smeary brown and green textures across a mountainous landscape, and the character models tend to be low-poly and rough. You just never get swept up into a believable world.

The other problem is that the controls can be rather awkward. The levels don't offer a great deal of freedom. You'll never soar miles into the sky, or go swooping over mountain ranges. Instead, mysterious shimmery walls limit the breadth of the levels, and an invisible ceiling keeps you artificially close to the ground. The whole effect is rather stifling, as if you're guiding a vicious kite rather than a dragon.

The addition of a two player co-op mode is another good idea, but the game looks worse in split screen. And while the magic system gives your dragon some interesting and devastating attacks, the crude in-engine cutscenes do nothing to raise the game's low-budget feel. It's not worst game ever, but it ain't Lara's pants, either.

▶ **Jim Preston**

▲ The game's environments are just as uninspired as its gameplay. There's just no fun here.

PSM FINAL SCORE 4/10

LACKING

A good idea for a game that is hamstrung by bland graphics and confining gameplay. The split screen, two-player mode doesn't help matters much, either. It's too bad, really...

PS2 | TYPE: MUSIC | PUBLISHER: SONY CEA | DEVELOPER: SONY CEI | # OF PLAYERS: 1-2 | # OF DISCS: 1 DVD | ESRB RATING: EVERYONE

PARAPPA THE RAPPER 2

The original *Parappa* was one of the most freshly original games to grace PlayStation, and its semi-sequel, *UmJammer Lammy*, improved upon it in just about every way. Now the series has hit PS2, and while the gameplay's the same, the music, characters, and situations lack a lot of the charm that made those first games such a cult phenomenon.

If you've never played a *Parappa* game before, the sheer oddity of the story and presentation is still a real kick. For fans of the series, they'll find most of their favorite characters relegated to the background, replaced in the spotlight by a new cast of equally bizarre (but not quite as interesting) folks for Parappa to rap along with.

That brings us to the music itself. *Parappa* and *Um Jammer Lammy*'s tunes were really the keystone of the experience. *Parappa 2's* soundtrack has a couple marginally stand-out tracks, but, for the most part, it doesn't come close to the sheer genius of its predecessors.

Most players will also find the game to be far too easy. It can be played through in under a hour, which is a letdown considering that *Parappa* and *UmJammer* had single levels that could take that long to master. There's also not a lot of replay value, and the two-player mode feels really tacked on compared to *UmJammer Lammy*'s.

If you loved the first games, *Parappa 2*'s still worth a shot. If you're a newcomer, I'd suggest buying *them* first.

▶ **Randy Nelson**

▲ There's only so much PS2 can do with the series' flat characters. The game does look pretty good, though.

PSM FINAL SCORE 5/10

SO-SO

It's not a bad game, but there's really not a whole lot to *Parappa 2*. It's extremely easy, plus the characters and music just aren't as good as in the original. Definitely rent this one.

PS2 | TYPE: RACING | PUBLISHER: EIDOS | DEVELOPER: OPUS | # OF PLAYERS: 1-2 | # OF DISCS: 1 CD | ESRB RATING: EVERYONE

WAVE RALLY

There's the good water racing game on the PS2, and then there's this one. *Wave Rally* takes the same concepts we've seen before in games like this and does the unexpected: nothing at all. The game doesn't expand upon the genre in any way. The graphics are ordinary, the gameplay is predictable, the characters are familiar and the whole experience is not much more exciting than the PS2 boot-up screen.

But the real problem with *Wave Rally* is the sluggish control. Whether you driving a jet-ski or a wave runner, piloting these things is like trying to type with boxing gloves on. You need to make some incredibly wide turns to maintain speed, and hairpins require almost a complete stop. Some of the weather effects add some nice chop to the waves, but the game has neither the speed nor the thrill of the real thing.

Pulling off tricks is just as awkward, but for a different reason. Instead of a full-bodied trick system, *Wave Rally* has a collection of arbitrary button presses. In addition to the standard barrel rolls and back flips, there are some interesting moves, but nothing to justify buying the game.

Graphically, there are some nice touches, such as the way the water changes to reflect the weather and daylight conditions. But the water seemed to ripple and move a little too fast, as if it was mercury rather than water. The characters are nicely detailed, but the animations are pretty basic. From the course design to the interface to the tricks, everything about *Wave Rally* is very ordinary.

▶ **Jim Preston**

▲ *Wave Rally* looks okay standing still, but the water looks strange in motion and the control feels just as odd.

PSM FINAL SCORE 5/10

SO-SO

There really is nothing new, interesting or compelling about this game. If you have to have a wave runner, get *Splashdown;* if you've got *Splashdown,* get something else.

PS2 | TYPE: SPORTS | PUBLISHER: SEGA | DEVELOPER: VISUAL CONC. | # OF PLAYERS: 1-8 | ESRB RATING: EVERYONE

▲ You better learn to use your teammates; this game won't be won by taking it to the hoop again and again.

NBA 2K2

Sega's hoops series lives up to its rep

Two years ago, *NBA2K* revitalized the stagnant world of videogame basketball and since then it hasn't looked back. Now that it's hit PS2, we can look forward to even greater improvement in the future, while enjoying a finely-tuned sports franchise right now.

NBA 2K2's greatest strength is its defense. Where most basketball games break down into a dunk-fest after a few minutes of gameplay, this title features defenders who'll dog you into submission, adapt to your offensive strategy and block your path to the hoop at every turn. Luckily, there are enough dribble moves, post maneuvers, and offensive strategies to give skilled players a shot at victory.

And, lest we forget, the presentation is unmatched. The graphics are sharp, animations are fluid, onscreen stats are excellent and the commentary is superb (though not as ambitious as the commentary in *NFL 2K2).* Also, the game is packed with tons of features, modes, and gameplay extras.

However, all is not perfect with *NBA 2K2.* At times, the graphics bog down and occasionally it feels like some players have invisible boxes around them, making key penetration very difficult. Also, the playcalling system could be much more intuitive and the plays should be better explained. They're almost too difficult to use as it stands.

Aside from these problems, you'll be hard-pressed to find a better b-ball game than *NBA 2K2.*

▶ **Dan Egger**

HOW IT STACKS UP

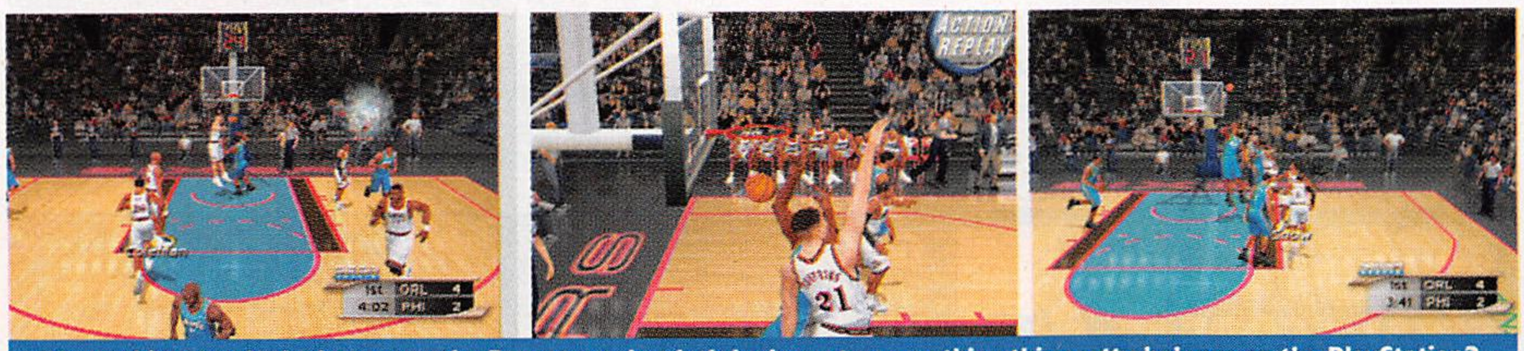
1	▶ NBA Street (PS2)	9 out of 10
2	▶ NBA 2K2 (PS2)	8 out of 10
3	▶ NBA Live 2002 (PS2)	7 out of 10
4	▶ ESPN NBA2Night (PS2)	6 out of 10
5	▶ NBA Shootout 2001 (PS2)	5 out of 10

PSM FINAL SCORE 8/10

VERY GOOD

Although *NBA 2K2* has its flaws, it's the PS2 basketball game that will best satisfy both hardcore and casual fans.

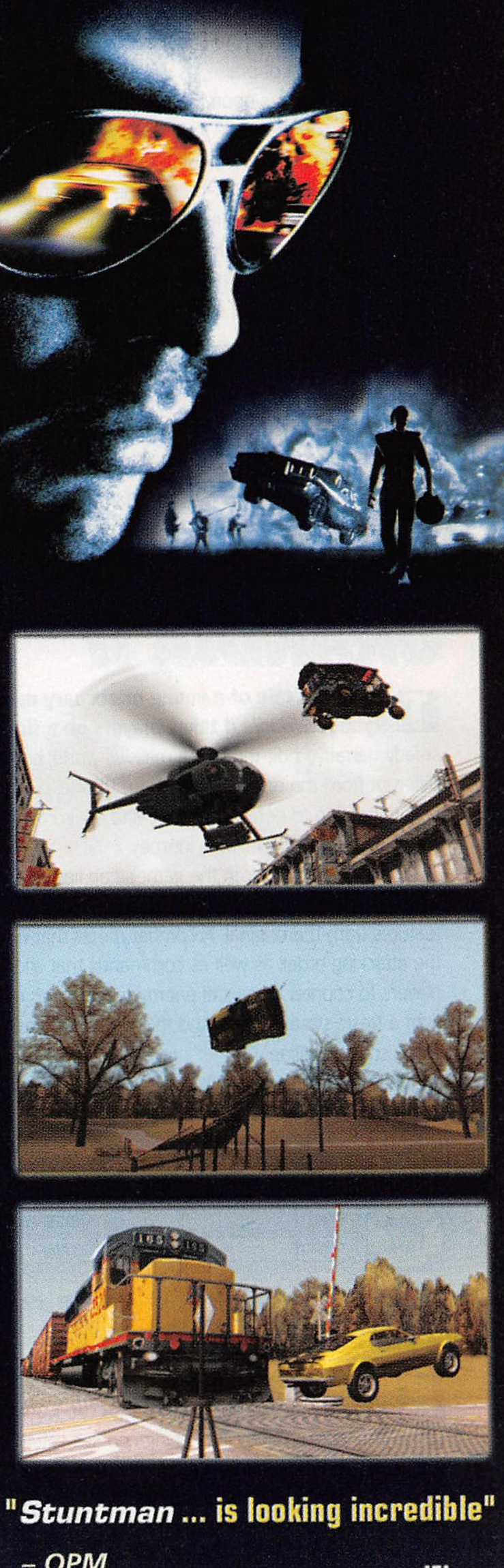
PSM MUST-BUY



▲ Sure, this game looked great on the Dreamcast, but let's be honest... something this pretty belongs on the PlayStation2.

FROM THE CREATORS OF DRIVER™
COMES THIS YEAR'S BLOCKBUSTER:

STUNTMAN™



"Stuntman ... is looking incredible"
– OPM

ATARI

RATING PENDING RP CONTENT RATED BY ESRB
Visit www.esrb.org or call 1-800-771-3772 for Rating Information.

REFLECTIONS

Stuntman ©2001 Infogrames, Inc. All rights reserved. Created and developed by Reflections Interactive Limited, an Infogrames studio. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks are the property of their respective owners. Manufactured and marketed by Infogrames Inc., New York, NY.

PS2 | TYPE: ACTION/ADVENTURE | PUBLISHER: SONY CEA | DEVELOPER: SURREAL SOFTWARE | # OF PLAYERS: 1 | # OF DISCS: 1 DVD | ESRB RATING: TEEN

DRAKAN: THE ANCIENTS' GATES

While most console gamers wouldn't know it, this is the second game to bear the *Drakan* name. The original was released on the PC and received a decent amount of praise, as will this PS2 sequel.

Drakan improves upon many of the problems I had with Eidos's *Soul Reaver 2,* but its lack of any really well-designed puzzles makes playing the game a bit more repetitive and too combat-based. The large amount of fighting wouldn't have been too bad if there were more attacks at your disposal. Just providing a large number of weapons doesn't improve it that much. Also, the enemy lock-on feature seemed a bit unreliable at times. I would really have loved more unique challenges and a higher level of exploration, like in the *Tomb Raider* series.

The variety of missions was very welcome, though, and allows the player to decide what side quests they want to embark on. Granted, there are set missions you have to complete in order to progress the game's storyline, but if you just want to go off and earn some extra money, you can. I love that sort of freedom in a game. Being able to fly around the world on the back of an enormous dragon was somewhat liberating as well.

Those of you who enjoyed *Soul Reaver 2* should probably take a look at *Drakan*, just based on the reason that they share several similarities. You won't find as many puzzles or cool-looking environments, but there's still a lot of fun to be had. I was just hoping to see a bit more innovation and originality from a Sony-published title.

▶ **Stephen Frost**

▲ Having a sexy lead character certainly doesn't hurt this game any. Nice, uh... leggings...

PSM FINAL SCORE 7/10

GOOD

While quite similar to *Soul Reaver 2* in overall gameplay, *Drakan* doesn't have the same high level of puzzle creativity or combat variety. It's also not as cinematic. However, there's still plenty of enjoyment to discover.

PS2 | TYPE: RPG | PUBLISHER: UBI SOFT | DEVELOPER: GAMEARTS | # OF PLAYERS: 1 | # OF DISCS: 1 DVD | ESRB RATING: TEEN

GRANDIA II

Telling the tale of a young mercenary named Ryudo, *Grandia II* takes players on a slow, steady narrative ride through a massive world, completely different from the original *Grandia* on PSone. GameArts' usual attention to detail, character, and environments make *Grandia II* an involving journey.

The biggest feather in the game's cap lies in its amazing battle system, which carries over most of the features from the original. A combat meter that dictates the attacking order, as well as commands that allow players to counter or cancel enemy moves gives each fight a fresh, strategic feel. And this is what makes the game so compelling.

With its crisp character models and lush, colorful textures, *Grandia II* was the perfect showcase for Dreamcast when it released last year in the U.S. Now on the PS2, GameArts has managed to retain most of the visual touches that made the DC original such a stunner. While replacing most of the in-game polygonal cinemas with CG, the game has remained mostly intact, with no other real additions to gameplay or graphics.

While those who've played the original on Dreamcast won't find anything particularly new in the PS2 port, *Grandia II* still offers a wonderful (if not sometimes overly straightforward) journey for those who never wandered into DC territory before.

▶ **Francesca Reyes**

▲ A technical achievement on Dreamcast arrives on PS2 with all the bells and whistles, but no real enhancements.

PSM FINAL SCORE 7/10

GOOD

***Grandia II* is a good looking, solid playing RPG with all the traditional trimmings. It's fairly by-the-book, and without any real additions to gameplay or graphics, but still a compelling adventure, nonetheless.**

PS2 | TYPE: SPORTS | PUBLISHER: KONAMI | DEVELOPER: KONAMI OSAKA | # OF PLAYERS: 1-2 | # OF DISCS: 1 DVD | ESRB RATING: EVERYONE

X GAMES SNOWBOARDING 2002

Konami Osaka has retooled the sequel's gameplay for a greater fun factor. Conspi-cuous changes are more branching courses saturated with increased ramp and rail elements. New "butter moves" — land-based spins and wheelies not unlike *Tony Hawk's* (or *Shaun Palmer's Pro Snowboarder's)* manuals — help beef up your point totals during a time-based linking system that acts as a multiplier. Rail slides require no balancing, and air time seems a little more floaty, enabling you to perform better grabs, a few of which let you to unclip from your board. These combine for more trick-based gameplay, a shift from the original's realism.

2002 builds upon the original's quality physics (which had a few quirks) and graphics, featuring nicely detailed rider animations and a solid replay mode. It capitalizes on the X Games and myriad other clothing and gear licenses, and again includes more than a dozen licensed pro boarders. Also, the Snowboarder Mode provides a cool insight into the real culture of the sport. However, it sports some of the same faults. The learning curve is still frustrating, and control of in-air rotation (particularly on flips) is sluggish. Landings are inconsistent between being too generous and unforgiving, often resulting in unlikely crash animations. X Games-style coverage is authentic, but commentary is sparse and repetitive. The typically dependable camera occasionally obscures your trajectory on land or in the air, and the normally smooth framerate (in single- and two-player modes) occasionally chugs.

▶ **Tommy Layton**

▲ Konami's infused the sequel with a little more razzle-dazzle, but not enough to make it a must-buy.

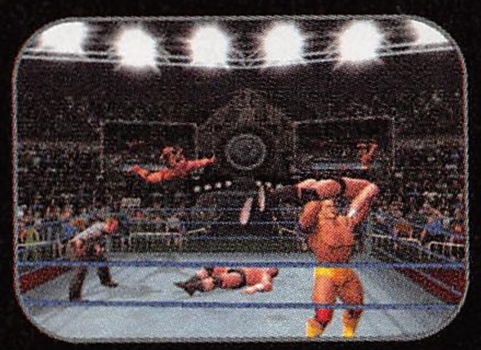
PSM FINAL SCORE 7/10

GOOD

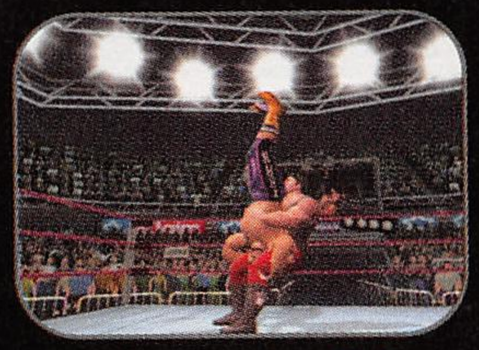
Gameplay changes provide greater fun factor, but demanding control still caters to the hardcore, in-the-know snowboarding enthusiasts. It comes up just short of a must-buy.

THE MANIA IS ABOUT TO BEGIN ALL OVER AGAIN.

LEGENDS OF WRESTLING™



42 of wrestling's greatest including: Hulk Hogan, Bret "Hitman" Hart, Jerry "The King" Lawler, Rob Van Dam and many more!

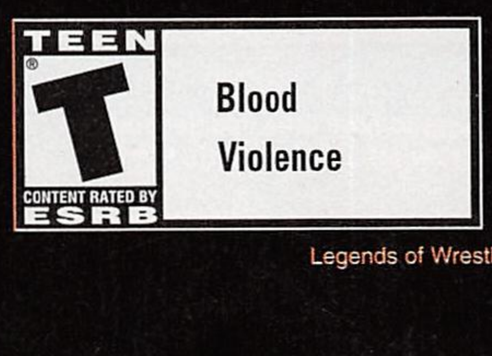


Dominate your foes with the all-new ISP system for lethal one-button combos!

First-ever interactive wrestler entrances with announcer introductions!

Never-before, in-depth career guidance by Captain Lou Albano and "Mouth Of The South" Jimmy Hart!

Hulk Hogan, Bret "Hitman" Hart, Jerry "The King" Lawler, Rob Van Dam, Jimmy "Superfly" Snuka, Road Warrior Hawk, Road Warrior Animal, Terry Funk, George "The Animal" Steele, Iron Sheik, Greg "The Hammer" Valentine, King Kong Bundy, Ricky "The Dragon" Steamboat, Ted DiBiase, "Superstar" Billy Graham, Mr. Fuji, Captain Lou Albano, Tito Santana, The Sheik, Ivan Koloff



Blood
Violence

PlayStation®2

ACCLAIM®
www.acclaim.com

Legends of Wrestling™ and Acclaim® & © 2001 Acclaim Entertainment, Inc. All Rights Reserved. Developed by Acclaim Studios Salt Lake City. All Rights Reserved.
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

PS2 | TYPE: ACTION/MUSIC | PUBLISHER: KOEI | DEVELOPER: KOEI | # OF PLAYERS: 1-2 | # OF DISCS: 1 DVD | ESRB RATING: EVERYONE

GITAROO MAN

Weird doesn't even begin to describe this game's presentation. Even for a quirky Japanese game, *Gitaroo Man* exceeds any boundary of sanity, often leaving you scratching your head in confusion, and forcing out giggles for its complete silliness. Nevertheless, in part, I came to enjoy the game for its numerous strange bosses, and crazy cut-scenes.

The gameplay is nothing short of fun, either; resembling other games such as *Parappa:* input the button patterns that appear on-screen to generate music from your guitar, which procures power for your health and for destroying enemies. Overall, the play mechanics are solid enough to become addictive. The first time I played, I couldn't stop until Thomas pointed out that my fingers were bleeding all over the controller! If you encounter this problem, your fingers will heal fairly quickly, as *Gitaroo Man* won't last very long; even the Master's Mode adds seemingly little replay value, as the enemies are extremely difficult, and often down-right unfair.

On a more positive note, the music is good, containing various types such as quirky videogame music, jungle, rock, and slow romantic acoustics. The character designs and environments suit the theme and story well, although the graphic quality probably won't astonish.

While the presentation will likely make or break *Gitaroo Man*, it is still a fun game for a little while, offering players cool music, a weird story, and intense gameplay. Definitely pick it up, if you're a *Parappa* fan.

▶ Tokoya

▲ Some of the enemies are ultra-hard, making you press nearly impossible button sequences.

PSM FINAL SCORE 7/10

GOOD

***Gitaroo Man* has a few problems; mainly, it's a bit short, and the difficulty seems a little unbalanced. Still, as a music game similar to *Parappa,* it's about as addictive as they come.**

PS2 | TYPE: SHOOTER | PUBLISHER: SEGA | DEVELOPER: UGA | # OF PLAYERS: 1 | # OF DISCS: 1 DVD | ESRB RATING: EVERYONE

REZ

Despite its seemingly primitive appearance, *Rez* is perhaps the most stylish-looking game ever created. Using only simplistic wire frames filled in with trippy psychedelic colors, all of which are set to Techno and New Age music, you can equate playing *Rez* to experiencing a harmonious acid trip.

Rez's gameplay feels similar to the *Panzer Dragoon* shooters for the Saturn: lock onto hordes of enemies with your cursor, and shoot them down as quickly as possible. The more enemies you lock on to simultaneously, the more points you will receive, which actually gives the game mechanics a little technique. Also, like *PD*'s dragon, your character follows a set linear path, and morphs into numerous forms as you gain or lose any power-ups.

Although the gameplay is quite solid, the regular game will take little time to complete (about two hours). Fortunately, UGA added a bit of replay value to extend the game's length a little. Beating it multiple times will unlock various secrets, such as new modes and levels, different color schemes, and a few cheats. Furthermore, despite the intense nature of shooters, I found *Rez* in its graphical and musical beauty, to be a very relaxing experience.

Unfortunately, *Rez* will probably do poorly on the sale charts. So get *Rez* because it is enjoyable, and to prove to the industry that gamers will support a company that tries different things, and executes them well.

▶ Tokoya

▲ Although *Rez* can get addictive and intense, it is strangely relaxing to play.

PSM FINAL SCORE 8/10

VERY GOOD

***Rez* looks great and plays fairly well. If you want to experience unique graphics and cool music, don't miss out.**

PSM MUST-BUY

PS2 | TYPE: RPG | PUBLISHER: ATLUS | DEVELOPER: RACDYM | # OF PLAYERS: 1 | # OF DISCS: 1 DVD | ESRB RATING: TEEN

WIZARDRY: FORSAKEN LAND

This game suffers from two major problems: its gameplay can get tedious, and the story progresses very slowly. Since you must constantly return to the town to revive any fallen members, level up characters, obtain new objectives, and unlock pieces to the main plot, you will constantly have to backtrack between the town and the dungeon area. Furthermore, players must pay the temple and inn in order to revive and level up a character. If you lack the cash, you'll have to sell precious items, or return to the dungeon for more fighting.

As for the story, I think I can safely say that it's one of the slowest found in any RPG. If you can manage to deal with the pace and tedious elements, you'll find the story moderately compelling, and the game mechanics fairly enjoyable, if you can stay awake, that is...

The combat system offers a variety of attacks, magic, and allied combos. The allied combos are, by far, the most interesting element. In order to learn new allied combos, the player must level up, as well as gain the party's trust. This is done through lines of questioning, your character's type, and the character's actions.

I enjoyed the party building system. Not only can you customize your hero in detail, but you can also selectively choose other characters to join their party. Once you compose a team, the game will reward you if you stick with it, as trust can only be gained over time.

Wizardry can provide a decent experience, but only if you don't mind the monotony and slow progression.

▶ Tokoya

▲ Your characters are invisible during gameplay, as everything is carried out in first-person perspective.

PSM FINAL SCORE 6/10

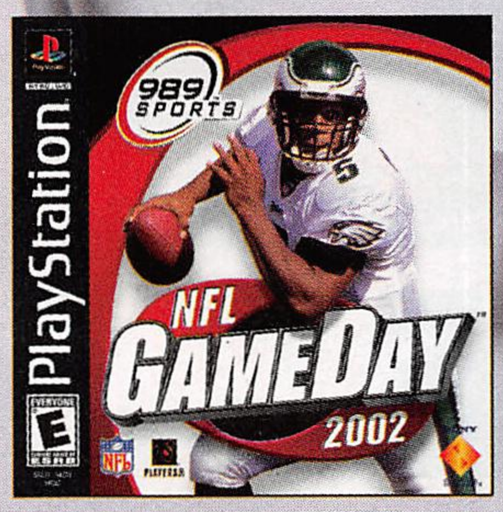
OKAY

***Wizardry: Tale Of The Forsaken Land* seems to have little middle ground. The gameplay can be fun and rewarding, which is its strength, but the game is often quite slow and tedious.**

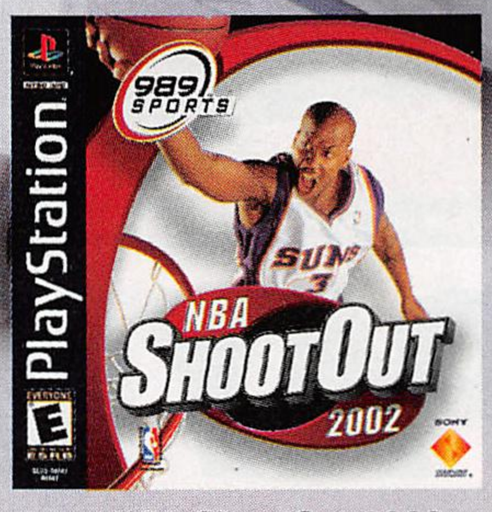
PlayStation®

989 SPORTS™

Exclusively at SEARS



NFL GameDay™ 2002



NBA ShootOut 2002

Receive $5 OFF one of these 989 Sports™ games!

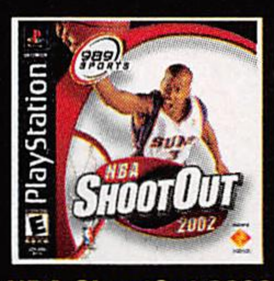
PlayStation and the PS Family logo are registered trademarks of Sony Computer Entertainment Inc. © 2001 NFLP. Team names and logos are trademarks of the teams indicated. All other (NFL-related marks) are trademarks of the National Football League. Officially licensed product of PLAYERS INC. The PLAYERS INC logo is a registered trademark of the NFL players. www.nflplayers.com. © 2001 PLAYERS INC. 989 Sports and the 989 Sports logo are trademarks of Sony Computer Entertainment America Inc. © 2001 Sony Computer Entertainment America Inc. NBA ShootOut is a trademark of NBA Properties, Inc. The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. ©2001 NBA Properties, Inc. All rights reserved. Dolby and the Double-D symbol are trademarks of Dolby Laboratories. 989 Sports and the 989 Sports logo are trademarks of Sony Computer Entertainment America Inc. Developed by 989 Sports. © 2001 Sony Computer Entertainment America Inc.

$5 off

STORE COUPON • EXPIRES 2/15/02

$5 off

NFL GameDay™ 2002



NBA ShootOut 2002

Receive $5 OFF one of these 989 Sports™ games!

SEARS

PlayStation®

R5772783672$500

Good for $5 off the purchase of NFL GameDay 2002 and NBA ShootOut 2002 at Sears electronics department. Off regular purchase price. Valid 11/12/01 - 2/15/02 only. Offer not good on layaway balances, gift certificates or credit card payments. Not valid with any other coupons or offers. Limit one coupon per transaction. One per customer. Void if copied or transferred and where prohibited by law. Cash value 1/20c. 2001 Sears Roebuck and company. Satisfaction guaranteed or your money back. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

GET 3 OF THIS SEASON'S HOTTEST RPG'S

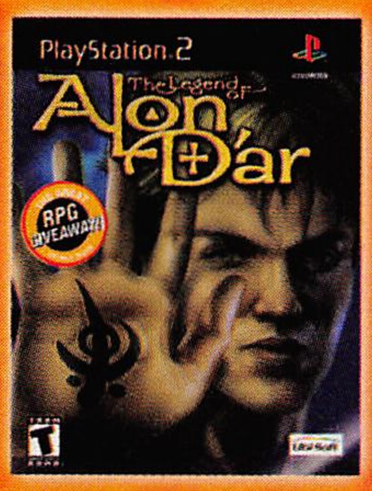
Just look for this sticker

THE GREAT RPG GIVEAWAY!

DETAILS INSIDE

BUY TWO

GET ONE



FREE!

Buy **any two** games above, **send in** proofs of purchase and get the **third game FREE**. Visit www.rpggiveaway.com or see inside game packages for complete details.

Ubi Soft ENTERTAINMENT

www.ubisoft.com

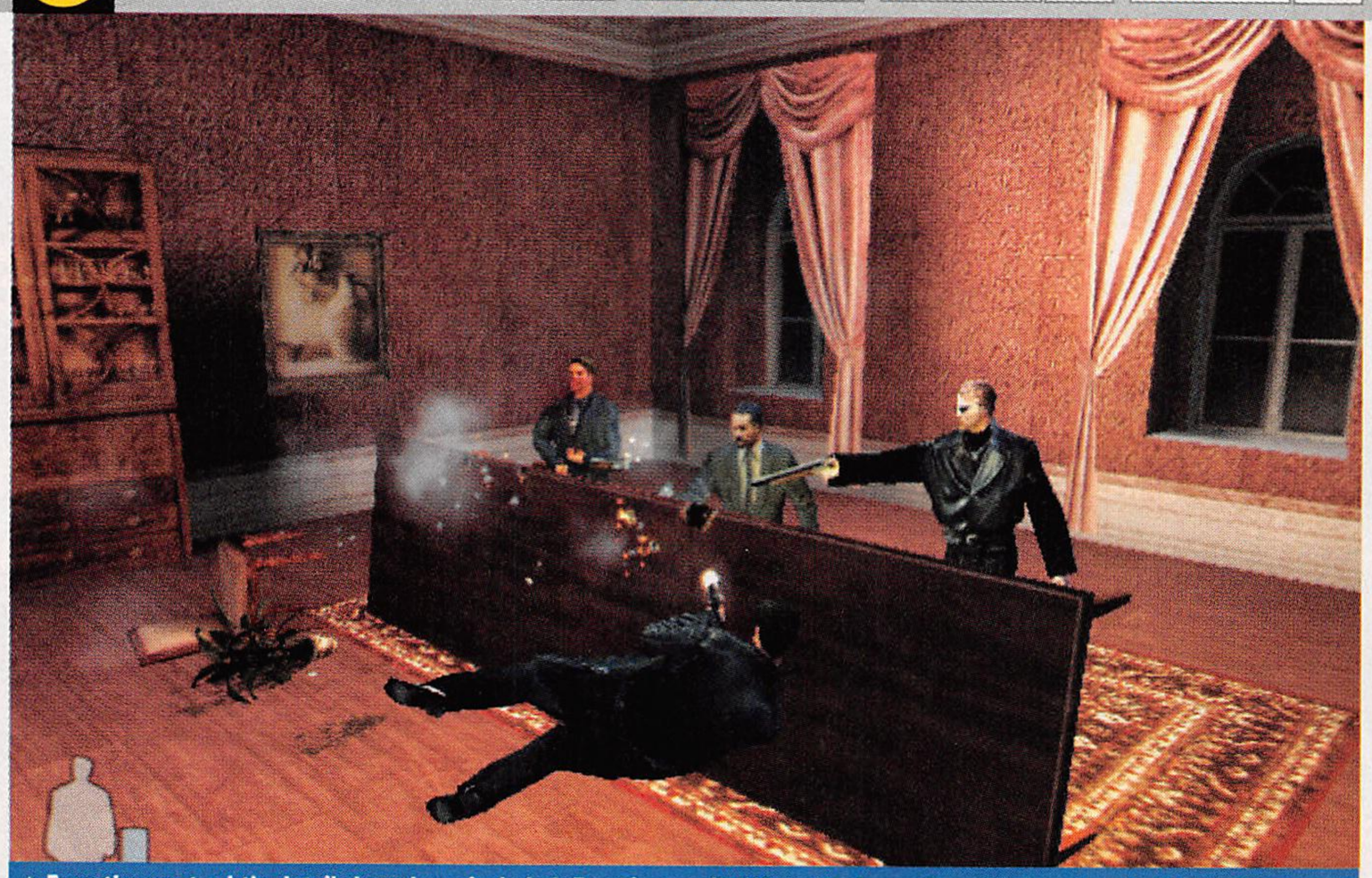
TEEN T CONTENT RATED BY ESRB

PlayStation.2

"PlayStation" and the "PS" Family logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Jade Cocoon is a trademark of Genki Co., Ltd., Inc. and is used under license. Grandia is a trademark of Game Arts Co., Ltd. The Legend of Alon D'ar is a trademark of Ubi Soft, Inc. All other trademarks are the property of their respective owners. All rights reserved. Sony Computer Entertainment America takes no responsibility for this offer.

PS2

TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	ESRB RATING
ACTION	ROCKSTAR	ROCKSTAR	1	MATURE



▲ Even the most subtle details have been included. Enemies recoil differently depending on where they're hit.

MAX PAYNE

John Woo, eat your heart out

Taking an obvious cue from "heroic bloodshed" Hong Kong action films, *Max Payne* has players blasting their way through a virtually limitless supply of gangsters and hired goons with guns in each hand and grimaces on their faces. The result is one of the most intense and brutal 3D shooters we've ever played — and we loved (almost) every second of it.

The addition of the "bullet-time" button, which enables players to slow the action to a crawl for a few seconds, really adds to the experience. It not only looks wicked cool, but it helps you out in the nastier firefights, since you can still target enemies relatively quickly while you're diving through their oncoming hail of bullets.

Unfortunately, for all it does right, *Max Payne* is far from flawless. The jumping and navigation puzzles, for example, are more frustrating than fun, thanks to the general quirkiness of the dual stick control scheme. Also, while the graphics are generally very well done, the framerate gets sketchy when there's a lot going on.

The best thing about *Max Payne,* though, is that it doesn't pull any punches — in the first level, you discover the remains of Max's brutally murdered family. By the time the last act rolls around, you'll not only be hooked, but you'll be cheering for the dark anti-hero you've helped to create. And how many games can boast that?

▶ **Blake Fischer**

HOW IT STACKS UP

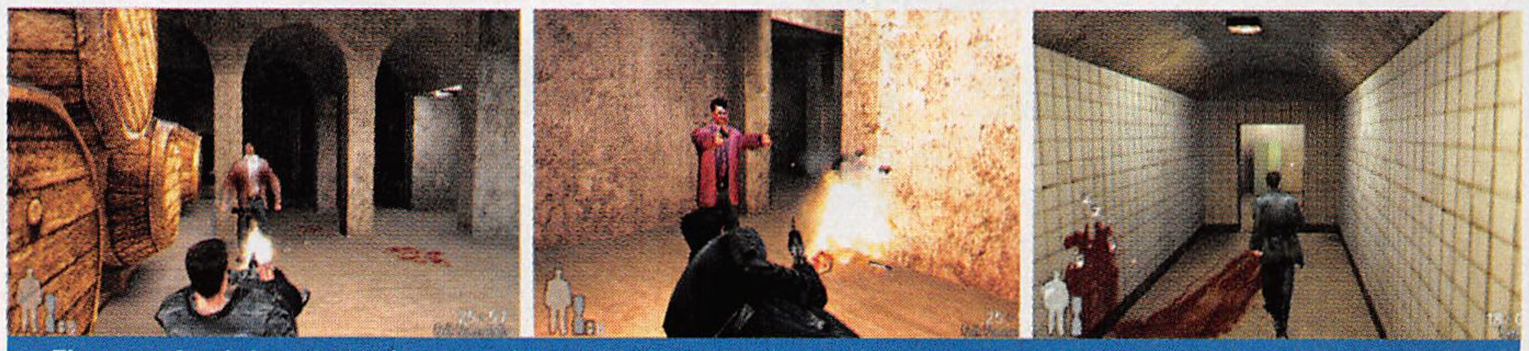
1	▶ Metal Gear Solid 2 (PS2)	10 out of 10
2	▶ Devil May Cry (PS2)	10 out of 10
3	▶ Max Payne (PS2)	8 out of 10
4	▶ Extermination (PS2)	8 out of 10
5	▶ Batman: Vengeance (PS2)	6 out of 10

PSM FINAL SCORE 8/10

VERY GOOD

***Max Payne* is as stylish as it is engrossing. It has some problems, but it's still one solid gaming experience.**

PSM MUST-BUY



▲ The game levels have been ripped straight out of Hollywood's action movie A-list, and they all look great.

Just look for this sticker

THE GREAT RPG GIVEAWAY! DETAILS INSIDE

GET 3 OF THIS SEASON'S HOTTEST RPG'S

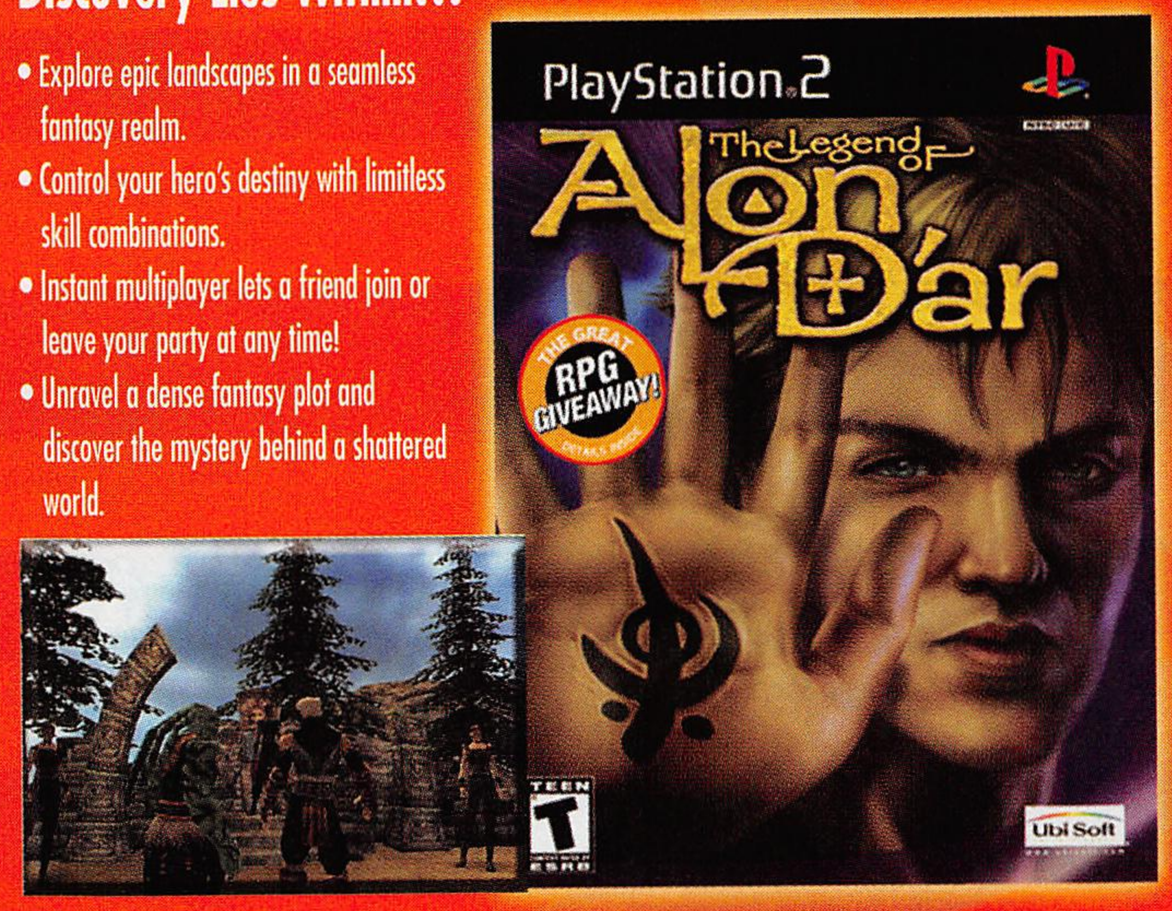
Offer expires 3/31/02

* Buy any **TWO GAMES** below, **SEND IN** proofs of purchase and get the **THIRD GAME FREE.**

BUY TWO GET ONE FREE!

Discovery Lies Within...

- Explore epic landscapes in a seamless fantasy realm.
- Control your hero's destiny with limitless skill combinations.
- Instant multiplayer lets a friend join or leave your party at any time!
- Unravel a dense fantasy plot and discover the mystery behind a shattered world.



Explore The Mystery. Become The Master.

- A full-featured RPG set in a rich 3D polygonal world.
- A deep and engaging story told with over 200 event scenes.
- Innovative monster combat breeding system.
- Special 2-player battle mode allows you and a friend to pit your best bred creatures against each other.

Each Shall Rise To Meet Their Destiny!

- Groundbreaking battle system requiring tactics, skill, timing and technique.
- Beautiful 3D landscapes and environments and over 1,000 characters to interact with.
- A deep, rich and captivating storyline.
- Easy-to-use interface catering to newcomers and hardcore RPG fans alike.

TEEN T CONTENT RATED BY ESRB

PlayStation 2

Visit www.rpggiveaway.com or see inside game packages for complete details.

Ubi Soft ENTERTAINMENT www.ubisoft.com

"PlayStation" and the "PS" Family logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Jade Cocoon is a trademark of Genki Co., Ltd., Inc. and is used under license. Grandia is a trademark of Game Arts Co., Ltd. The Legend of Alon D'ar is a trademark of Ubi Soft, Inc. All other trademarks are the property of their respective owners. All rights reserved. Sony Computer Entertainment America takes no responsibility for this offer.

SCOREBOARD

Don't buy a game until you check here first!

CURRENT RELEASES

Iss #	Month	Game Name	Score	Genre	Publisher	Summary
54	January-01	007: Agent Under Fire	8	Action	EA	Definitely much better than the Bond games on PSone, the true star of *Agent Under Fire* would have to be its multiplayer mode.
54	January-01	Arc The Lad Collection	8	RPG	Working Des.	The complete *Arc The Lad* experience (including extra goodies) is an otaku's dream come true.
54	January-01	Burnout	8	Racing	Acclaim	Don't let the shimmery graphics fool you. there's lots of challenge, speed, and some truly spectacular crashes.
54	January-01	Final Fantasy X	10	RPG	Square	Although *FFX* feels a little different from previous *FF* gmes, it still maintains the quality typical of the series.
54	January-01	Forever Kingdom	6	Action/RPG	Agetec	While being a fan of action-based RPGs, I had a lot more fun playing games like *Soul Reaver 2*. And so will you. *Forever Kingdom* just doesn't quite provide enough bang for your buck.
54	January-01	Frequency	7	Action	Sony	This is a solid music game with a stylish look and cool music. However, most of the music is techno, or techno-like, which may be a turn-off for some gamers out there.
54	January-01	Hoshigami	8	RPG	Atlus	This strategy RPG's refreshing battle system and and impressive array of features separate it from the rest of the pack.
54	January-01	Jak And Daxter: Precursor Legacy	9	Adventure	Sony CEA	The superb level design, finely-tweaked control, and eye-popping visuals cement this as one of the best platformers ever.
54	January-01	Sega Sports NFL 2K2	9	Sports	Sega Sports	Even though this isn't equal to *Madden* in termns of polish and depth, it's more ambitious in some key areas.
54	January-01	Shadow Hearts	9	Sports	RPG	*Shadow Hearts* is a wonderfully solid adenture with tons of trimmings that definitely deserves a spot in your collection.
54	January-01	Tsugunal: Atonement	6	RPG	Atlus	*Tsugunai* is a good romp in new RPG territory, but ultimately lacks thepolish to make it truly a compelling adventure. Only hardcore RPG fans will get a lot out of this game.

HIGH SCORES

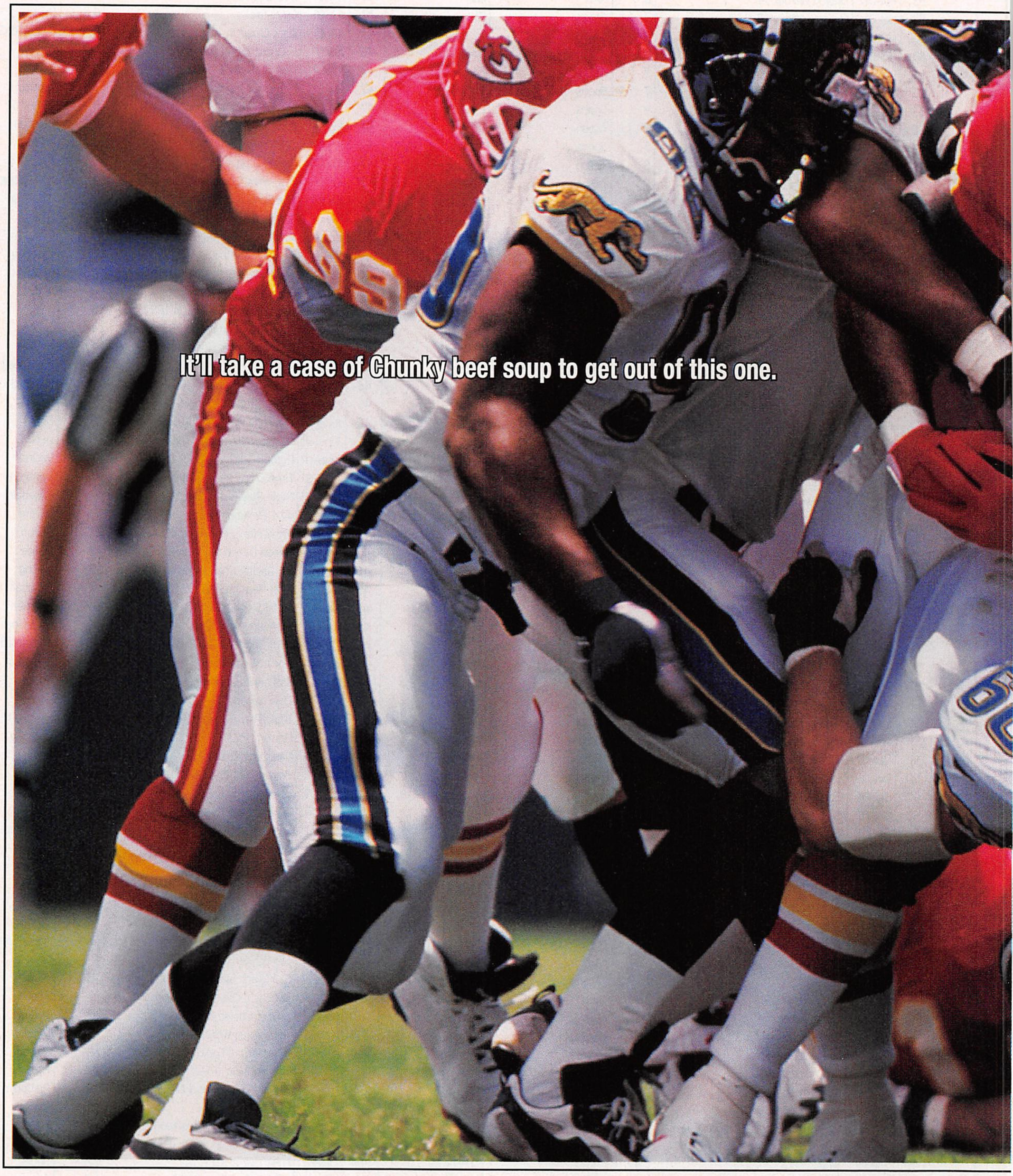
These are the games that you've **GOT** to get your hands on!

Iss.	Month	Game Name	Score	Genre	Publisher
52	Dec-01	MGS 2: Sons Of Liberty	10	Action	Konami
52	Dec-01	Tony Hawk's Pro Skater 3 (PS2)	10	Sports	Activision
51	Nov-01	Devil May Cry	10	Action	Capcom
50	Oct-01	Madden NFL 2002 (PS2)	10	Sports	EA Sports
47	July-01	Gran Turismo 3	10	Racing	Sony CEA
39	Nov-00	SSX (PS2)	10	Snowboard/Race	Electronic Arts
53	Holiday-01	Grand Theft Auto 3	9	Action	Rockstar
53	Holiday-01	SSX Tricky	9	Racing	EA Sports
52	Dec-01	Ace Combat 4: Shattered Skies	9	Air Combat	Namco
52	Dec-01	Half-Life	9	FPS	Sierra
52	Dec-01	NHL 2002	9	Sports	EA Sports
49	Sep-01	NBA Street	9	Sports	EA
50	Oct-01	Madden NFL 2002	9	Sports	EA Sports
49	Sep-01	NCAA Football 2002	9	Sports	EA Sports
49	Sep-01	Resident Evil Code: Veronica X	9	Horror	Capcom
48	Aug-01	Twisted Metal Black	9	Car Combat	Sony
41	Jan-01	Breath of Fire IV (PS)	9	RPG	Capcom
40	Dec-00	DOA2: Hardcore (PS2)	9	Fighting	Tecmo
40	Dec-00	Final Fantasy IX (PS)	9	RPG	Square
42	Feb-01	Rayman Revolution (PS2)	9	Platformer	Ubi Soft
46	June-01	MDK 2: Armageddon (PS2)	9	FPS	Interplay
40	Dec-00	Spyro: Year of the Dragon (PS)	9	Platform	Sony
39	Nov-00	Madden NFL 2001 (PS2)	9	Sports	Electronic Arts
53	Holiday-01	Baldur's Gate: Dark Alliance	8	Action/RPG	Interplay
53	Holiday-01	Dragon Warrior VII	8	RPG	Enix
53	Holiday-01	NHL Hitz 20-02	8	Sports	Midway
53	Holiday-01	Project Eden	8	Action	Eidos
53	Holiday-01	Smuggler's Run 2	8	Action	Rockstar
53	Holiday-01	Soul Reaver 2	8	Adventure	Eidos
53	Holiday-01	Splashdown	8	Racing	Infogrames
53	Holiday-01	Thunderstrike: Operation Phoenix	8	Sim	Eidos
53	Holiday-01	WWF Smackdown! 3	8	Wrestling	THQ
52	Dec-01	Guilty Gear X	8	Fighting	Sammy
52	Dec-01	Harvest Moon: Homeland	8	RPG/Sim	Victor
51	Nov-01	Kessen 2	8	Strategy	Koei
51	Nov-01	Kinetica	8	Racing	Sony CEA
51	Nov-01	Syphon Filter 3	8	Action	Sony
51	Nov-01	Spy Hunter	8	Action	Midway
50	Oct-01	Extermination	8	Action	Sony CEA
50	Oct-01	Tales Of Destiny 2	8	RPG	Namco
50	Oct-01	Time Crisis II	8	Light Gun	Namco
49	Sep-01	Saiyuki: Journey West	8	RPG	Koei
47	July-01	Klonoa 2: Lunatea's Veil	8	Platform	Namco
47	July-01	MTV Music Generator 2	8	Music	Codemasters
47	July-01	Red Faction	8	FPS	THQ
46	June-01	High Heat Baseball 2002 (PS2)	8	Baseball	3DO
46	June-01	Quake III Revolution (PS2)	8	FPS	EA
45	May-01	Dance Dance Revolution (PS)	8	Dance	Konami
44	Apr-01	Darkstone (PS)	8	RPG	Take 2
44	Apr-01	Fear Effect 2: Retro Helix (PS)	8	Adventure	Eidos
44	Apr-01	Ring Of Red (PS2)	8	Strategy	Konami
44	Apr-01	Shadow Of Destiny (PS2)	8	Adventure	Konami
43	Mar-01	ATV Offroad Fury (PS)	8	Racing	Sony CEA
43	Mar-01	Kengo: Master of Bushido (PS)	8	Fighting	Crave
43	Mar-01	Onimusha: Warlords (PS2)	8	Action	Capcom

REVIEW BACKLOG

Iss.	Month	Game name	Score	Genre	Publisher
53	Hol-01	Baldur's Gate: Dark Alliance	8	Action/RPG	Interplay
53	Hol-01	Dragon Warrior VII	8	RPG	Enix
53	Hol-01	Dynasty Warriors 3	7	Action	Koei
53	Hol-01	Giants: Citizen Kabuto	7	Action	Interplay
53	Hol-01	Grand Theft Auto 3	9	Action	Rockstar
53	Hol-01	NASCAR Live 2002	7	Racing	EA Sports
53	Hol-01	NBA Live 2002	7	Sports	EA sports
53	Hol-01	NHL Hitz 20-02	8	Sports	Midway
53	Hol-01	Project Eden	8	Action	Eidos
53	Hol-01	Shaun Palmer's Pro Snowboarder	7	Sports	Activision
53	Hol-01	Smuggler's Run 2	8	Action	Rockstar
53	Hol-01	Soul Reaver 2	8	Adventure	Eidos
53	Hol-01	Splashdown	8	Racing	Infogrames
53	Hol-01	SSX Tricky	9	Racing	EA Sports
53	Hol-01	Thunderstrike: Operation Phoenix	8	Sim	Eidos
53	Hol-01	Vampire Night	7	Shooter	Namco
53	Hol-01	WWF Smackdown! 3	8	Wrestling	THQ
52	Dec-01	Ace Combat 4: Shattered Skies	9	Air Combat	Namco
52	Dec-01	Batman: Vengeance	6	Action	Ubi Soft
52	Dec-01	Capcom Vs. SNK 2	6	Fighting	Capcom
52	Dec-01	Crash Bandicoot: Wrath Of Cortex	6	Platform	Universal
52	Dec-01	Guilty Gear X	8	Fighting	Sammy
52	Dec-01	Half-Life	9	FPS	Sierra
52	Dec-01	Harvest Moon: Save The Homeland	8	RPG/Sim	Victor
52	Dec-01	Metal Gear Solid 2: Sons Of Liberty	10	Action	Konami
52	Dec-01	NHL 2002	9	Sports	EA Sports
52	Dec-01	Okage: The Shadow King	6	RPG	Sony CEA
52	Dec-01	Supercar Street Challenge	6	Racing	Activision
52	Dec-01	Tony Hawk'S Pro Skater 3 (PS)	6	Sports	Activision
52	Dec-01	Tony Hawk's Pro Skater 3 (PS2)	10	Sports	Activision
51	Nov-01	Devil May Cry	10	Action	Capcom
51	Nov-01	Extreme-G 3	5	Racing	Acclaim
51	Nov-01	Ico	7	Adventure	Sony CEA
51	Nov-01	Kessen 2	8	Strategy	Koei
51	Nov-01	Kinetica	8	Racing	Sony CEA
51	Nov-01	Monster Rancher 3	7	Simulation	Tecmo
51	Nov-01	Portal Runner	5	Platform	3DO
51	Nov-01	Silent Hill 2	7	Horror	Konami
51	Nov-01	Syphon Filter 3	8	Action	Sony
51	Nov-01	Spider-Man 2: Enter Electro	6	Action	Activision
51	Nov-01	Syphon Filter 3	8	Action	Sony
51	Nov-01	Spy Hunter	8	Action	Midway
51	Nov-01	X-Men: Mutant Academy 2	4	Fighting	Activision
50	Oct-01	Castlevania Chronicles	7	Action	Konami
50	Oct-01	Extermination	8	Action	Sony CEA
50	Oct-01	Madden NFL 2002 (PS2)	10	Sports	EA Sports
50	Oct-01	Madden NFL 2002	9	Sports	EA Sports
50	Oct-01	NFL GameDay 2002	6	Sports	989 Sports
50	Oct-01	One Piece Mansion	5	Puzzle	Capcom
50	Oct-01	Rune: Viking Warlord	6	Action	Rockstar
50	Oct-01	Silent Scope 2	6	Shooter	Konami
50	Oct-01	Tales Of Destiny 2	8	RPG	Namco
50	Oct-01	Time Crisis II	8	Light Gun	Namco
49	Sep-01	Armored Core 2: Another Age	7	Action	Agetec
49	Sep-01	City Crisis	6	Action	Take 2
49	Sep-01	EA Sports Rugby	7	Sports	EA Sports
49	Sep-01	Gallop Racer	5	Simulation	Tecmo
49	Sep-01	Gundam: Journey To Jaburo	4	Action	Bandai
49	Sep-01	Le Mans 24 Hours	7	Racing	Infogrames
49	Sep-01	Nascar Heat 2002	7	Racing	Infogrames
49	Sep-01	NBA Street	9	Sports	EA
49	Sep-01	NCAA Football 2002	9	Sports	EA Sports
49	Sep-01	Resident Evil Code: Veronica X	9	Horror	Capcom
49	Sep-01	Saiyuki: Journey West	8	RPG	Koei.
49	Sep-01	Stretch Panic	5	Action	Conspiracy
49	Sep-01	Test Drive Off-Road — Wide Open	7	Racing	Infogrames
48	Aug-01	Alone In the Dark	8	Horror	Infogrames
48	Aug-01	Bloody Roar 3	7	Fighting	Activision
48	Aug-01	CART Fury	7	Racing	Midway
48	Aug-01	Dave Mirra: Maximum Remix	5	Sports	Acclaim
48	Aug-01	Escape From Monkey Island	7	Adventure	Lucas Arts
48	Aug-01	Final Fantasy Chronicles	7	RPG	Square EA
48	Aug-01	Fur Fighters	6	Adventure	Acclaim
48	Aug-01	Motor Mayhem	8	Car Combat	Infogrames
48	Aug-01	MX 2002	7	Racing	THQ
48	Aug-01	Scariest Police Chases	6	Action	Activision

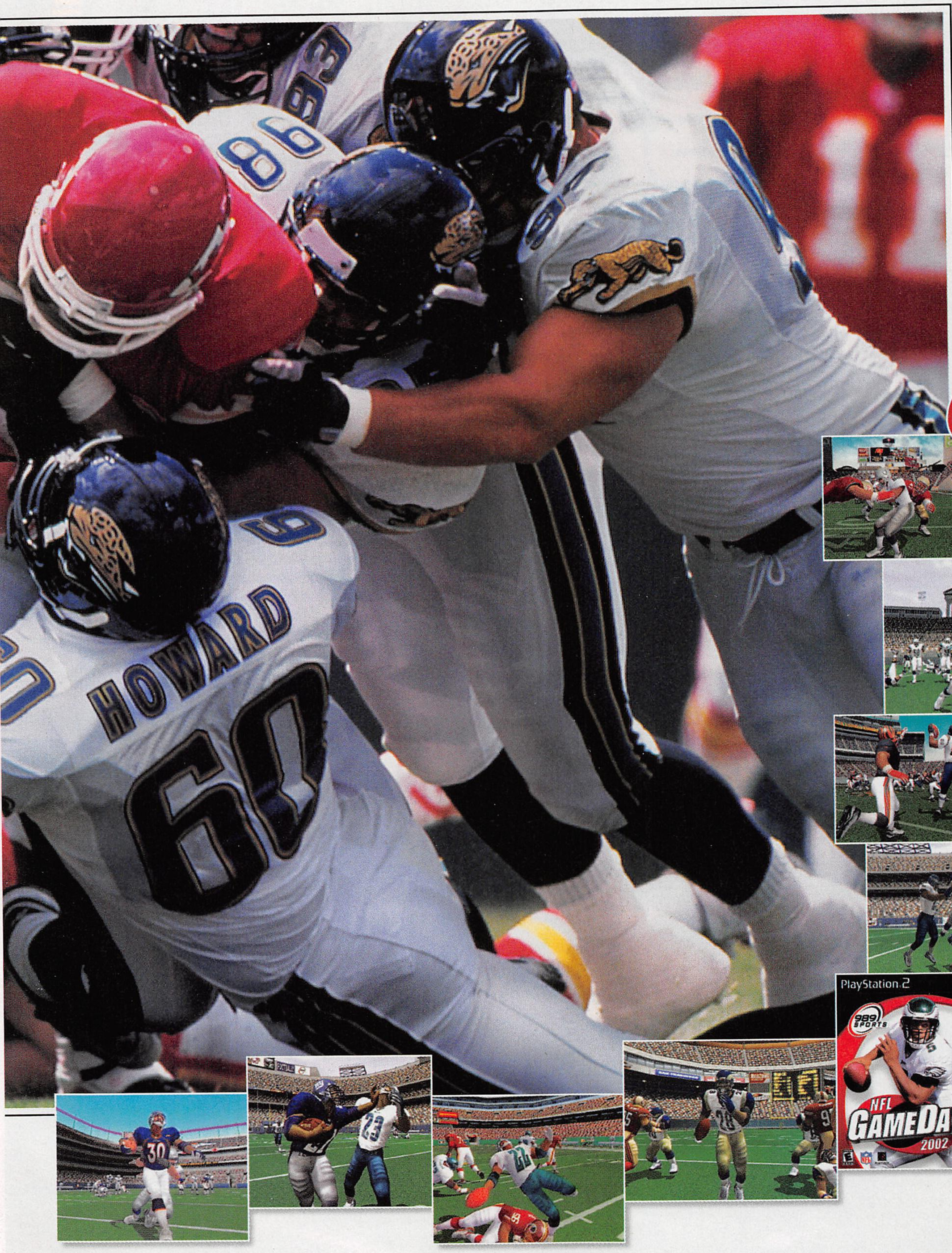
Iss.	Month	Game name	Score	Genre	Publisher
48	Aug-01	Twisted Metal Black	9	Car Combat	Sony
47	July 01	Cool Boarders	6	Snowboard	Sony CEA
47	July 01	Crazy Taxi	6	Driving	Acclaim
47	July 01	Dark Cloud	6	Action/RPG	Sony CEA
47	July 01	Gauntlet: Dark Legacy	8	Action	Midway
47	July 01	Gran Turismo 3	10	Racing	Sony CEA
47	July 01	Heroes Of Might And Magic	7	Strategy	3DO
47	July 01	Klonoa 2: Lunatea's Veil	8	Platform	Namco
47	July 01	MLB 2002	3	Baseball	989 Studios
47	July 01	MTV Music Generator 2	8	Music	Codemasters
47	July 01	Red Faction	8	FPS	THQ
47	July 01	Star Wars: Bombad Racing	4	Kart Racing	Lucas Lrng.
47	July 01	The Simpsons Wrestling	2	Wrestling	Activision
47	July 01	Tokyo Xtreme Racer 0	7	Racing	Crave
46	June-01	Aladdin In Nasira's Revenge (PS)	6	Platform	Sony CEA
46	June-01	All Star Baseball 2002 (PS2)	3	Baseball	Acclaim
46	June-01	Army Men: Green Rogue (PS2)	4	Action	3DO
46	June-01	Army Men: Sarge's Heroes 2 (PS2)	4	Action	3DO
46	June-01	Army Men 2: Air Attack (PS2)	6	Action	3DO
46	June-01	ESPN MLS Extratime (PS2)	4	Soccer	Konami
46	June-01	ESPN National Hockey Night (PS2)	4	Hockey	Konami
46	June-01	ESPN NBA 2night (PS2)	6	Basketball	Konami
46	June-01	High Heat Baseball 2002 (PS2)	8	Baseball	3DO
46	June-01	Mat Hoffman's Pro BMX (PS)	7	Sports	Activision
46	June-01	Quake III Revolution (PS2)	8	FPS	EA
46	June-01	Rainbow Six: Rogue Spear (PS)	6	Action	Red Storm
46	June-01	Rumble Racing (PS2)	7	Racing	EA Games
46	June-01	Time Crisis: Project Titan (PS)	7	Lightgun	Namco
46	June-01	Triple Play Baseball (PS2)	7	Baseball	EA Sports
45	May-01	4X4 Evolution (PS2)	5	Racing	G.O.D.
45	May-01	Army Men: Final Front (PS)	3	Action	3DO
45	May-01	Dance Dance Revolution (PS)	8	Dance	Konami
45	May-01	F 1 Racing Championship (PS2)	6	Racing	Ubi Soft
45	May-01	High Heat MLB 2002 (PS)	7	Baseball	3DO
45	May-01	Metal Slug X (PS)	7	Shooter	Agetec
45	May-01	NBA Hoopz (PS2)	4	Basketball	Midway
45	May-01	NBA Shootout 2001 (PS2)	5	Basketball	Sony CEA
45	May-01	Point Blank 3 (PS)	7	Light gun	Namco
45	May-01	Strikers 194 5 (PS)	6	Shooter	Agetec
45	May-01	Tiger Woods PGA Tour 2001 (PS2)	7	Golf	EA
45	May-01	Triple Play Baseball (PS)	7	Baseball	EA Sports
45	May-01	Unison (PS2)	7	Dancing	Tecmo
45	May-01	Vanishing Point (PS)	7	Racing	Acclaim
45	May-01	Warriors Of Might & Magic (PS2)	2	Action	3DO
44	Apr-01	Bowling (PS)	6	Sports	A1 Games
44	Apr-01	Darkstone (PS)	8	RPG	Take 2
44	Apr-01	Fear Effect 2: Retro Helix (PS)	8	Adventure	Eidos
44	Apr-01	NBA Hoopz (PS)	4	Sports	Midway
44	Apr-01	Oni (PS2)	5	Action	RockStar
44	Apr-01	Puzzle Star Sweep (PS)	8	Puzzle	A1 Games
44	Apr-01	Racing (PS)	2	Racing	Agetec
44	Apr-01	Ring Of Red (PS2)	8	Strategy	Konami
44	Apr-01	Shadow Of Destiny (PS2)	8	Adventure	Konami
44	Apr-01	Starfighter Sanvein (PS)	4	Shooter	A1 Games
44	Apr-01	Star Wars: Starfighter (PS2)	8	Action	LucasArts
44	Apr-01	Winback: Covert Operations (PS2)	7	Action	Koei
43	Mar-01	Adv. of Cookie & Cream (PS)	7	Action	Agetec
43	Mar-01	Aqua Aqua (PS2)	7	Puzzle	3DO
43	Mar-01	ATV Offroad Fury (PS)	8	Racing	Sony CEA
43	Mar-01	The Bouncer (PS2)	4	Fighting	Square EA
43	Mar-01	Donald Duck: Quackers (PS)	6	Platform	UbiSoft
43	Mar-01	F1 2000 (PS)	7	Racing	EA Sports
43	Mar-01	Kengo: Master of Bushido (PS)	8	Fighting	Crave
43	Mar-01	Knockout Kings 2001 (PS2)	7	Boxing	EA
43	Mar-01	NBA Live 2001 (PS)	7	Sports	EA Sports
43	Mar-01	NCAA Final Four 2001	5	Sports	Sony CEA
43	Mar-01	Theme Park Coaster (PS2)	8	Sim	EA
43	Mar-01	WDL (PS2)	4	Action	3DO
43	Mar-01	Onimusha: Warlords (PS2)	8	Action	Capcom
42	Feb-01	Acclaim Sports' HBO Boxing (PS)	5	Boxing	Acclaim
42	Feb-01	Blade (PS)	4	Action	Activision
42	Feb-01	Championship Surfer (PS)	8	Surfing	Mattel
42	Feb-01	Driving Emotion Type-S (PS2)	4	Racing	Square EA
42	Feb-01	Ducati World (PS)	5	Racing	Acclaim
42	Feb-01	King of Fighters '99 (PS)	8	Fighting	Agetec
42	Feb-01	Lunar 2: Eternal Blue (PS)	8	RPG	Working



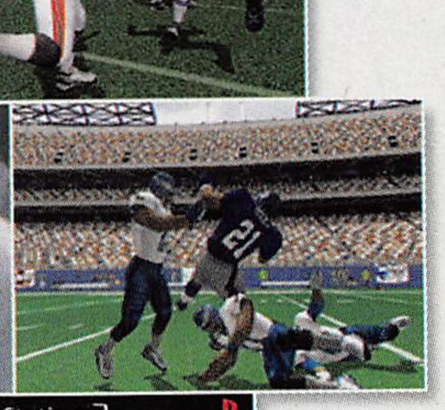
QB's and RB's, start stocking up on those Campbell's® Chunky soups. And while you're at it, throw in some hearty tomato soup, too. Because with our new smothering defense, you're going to need some serious help. For the first time ever in a game, we've got two and even three man tackles. So you'll see backs wrapped up in ferocious gang tackles, defensive tackles breaking through the line and passes broken up by tenacious double coverage. You know what? Better get some chowder and minestrone, too.

PlayStation®2

© 2001 NFLP. Team names and logos are trademarks of the teams indicated. All other (NFL-related marks) are trademarks registered trademark of the NFL players. www.nflplayers.com © 2001 PLAYERS INC. 989 Sports and the 989 Sports logo are



989 SPORTS



of the National Football League. Officially licensed product of PLAYERS INC. The PLAYERS INC logo is a trademarks of Sony Computer Entertainment America Inc. © 2001 Sony Computer Entertainment America Inc.

www.989sports.com

EVERYONE
E
CONTENT RATED BY ESRB

FIFTH ANNUAL

◀ **Each PSM 10 award winner receives one of these shiny new trophies. If your game is good enough to earn one of these rare beauties, you know you've really accomplished something.**

MICHAEL SEXTON

PSM

OUR GAMES OF THE YEAR

10

THE ONLY AWARDS SPECIAL THAT MATTERS. We've played 'em all to bring you the definitive list of 2001's top ten PlayStation 2 games. It's a short list, and if you're missing a game that's on it, you'd damn well better run out and get it.

Really, who needs long pages of awards categories like "Best Action Game", "Best Shooting Game", and "Best Action/Shooting Game?" By the time you're through, nearly half the games out there have awards, making the whole process pretty much worthless. Besides, with games constantly evolving across traditional genre lines, it's almost impossible to fit every title into a tidy classification. At PSM, we've always felt that the old way of presenting awards just doesn't work anymore.

That's why we do things differently around here. We simply pick the ten best PlayStation 2 games, period. We don't care which genre they belong to, or which titles have the best graphics or sound. We skip straight to the bottom line: which ten games stood tall above the rest?

Limiting our list to just ten games means that several worthy titles won't be recognized. But it also means that the games that make it are truly the cream-of-the-crop, the absolute best of the best. These are the games that we'll be playing for years to come; the titles that defined the gaming experience in 2001.

Creating the list is never easy, and it doesn't come without weeks of debate among the PSM team. While we don't use any set scientific method to choose the games (original review scores may or may not play a factor), our choices are the result of a year's worth of playing each and every title released. Every game gets fair consideration.

So, without further ado, let's finally roll out the PSM 10 award-winners for the year 2001! ▶

HONOR ROLL

WHAT A YEAR! We don't hand out our top scores easily, so the sheer number of games that earned an 8 or higher is a testament to the amazing overall quality of games in 2001. We chose our PSM 10 from the following list, but keep in mind that hindsight is 20/20, and review scores weren't the only factors in determining our PSM 10.

VERY GOOD (8/10)

007: Agent Under Fire
Alone In The Dark
ATV Offroad Fury
Baldur's Gate: Dark Alliance
Burnout
Championship Surfer
Colin McRae Rally 2.0
Dance Dance Revolution
Darkstone
Dragon Warrior VII
Extermination
Fear Effect 2: Retro Helix
Guantlet: Dark Legacy
Guilty Gear X
Harvest Moon
High Heat Baseball 2002
Hoshigami
Kengo: Master of Bushido
Kessen 2
Kinetica
King of Fighters '99
Lunar 2: Eternal Blue
Moto Racer World Tour
Motor Mayhem
NHL Hitz 20-02
Onimusha: Warlords
Project Eden
Puzzle Star Sweep
Quake III Revolution
Red Faction
Ring of Red
Saiyuki: Journey West
Shadow of Destiny
Smuggler's Run 2
Soul Reaver 2
Splashdown
Spy Hunter
Star Wars: Starfighter
Super Bust-A-Move
Syphon Filter 3
Tales of Destiny 2
Theme Park Coaster
Thunderstrike: Phoenix
Time Crisis II
WWF Smackdown! 3: Just Bring It

OUTSTANDING (9/10)

Ace Combat 4
Breath of Fire IV
Grand Theft Auto 3
Jak and Daxter
Madden NFL 2002 (PSone)
NBA Street
NCAA Football 2002
NFL 2K2
NHL 2002
Rayman Revolution
Resident Evil Code: Veronica X
Sega Sports NFL 2K2
Shadow Hearts
SSX Tricky
Twisted Metal Black

CLASSIC (10/10)

Devil May Cry
Gran Turismo 3
Madden NFL 2002 (PS2)
Metal Gear Solid 2
Tony Hawk's Pro Skater 3

TWISTED METAL BLACK

PUBLISHER: Sony CEA **DEVELOPER:** Incog Studios **RELEASED:** June 2001

10

Twisted? Hell Yeah!

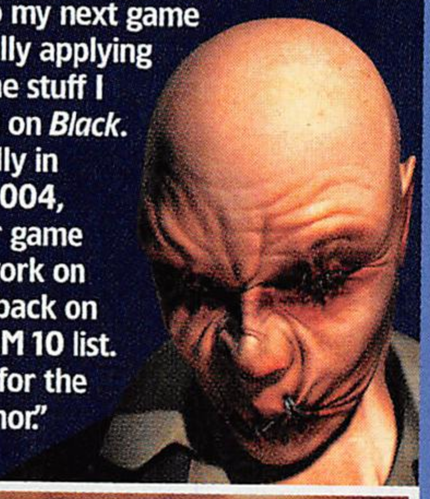
Driving around and shooting at cars sounds simple enough, but as many developers have discovered, making a great car combat game ain't easy. The *Twisted Metal* series had begun to lose its luster near the end of its PSone run, until the team behind *Twisted Metal1* and *2* returned to kick it back into high gear on PS2. The result is one of the most kick-ass action games ever made, that truly lives up to its "twisted" title.

Our Favorite Moment

The first time we saw Sweet Tooth's ice cream truck transform into a sadistic robot, we screamed like little girls at a Backstreet Boys concert.

Creator's Thoughts

David Jaffe, Producer: "It was absolutely exhausting. I've never put so much of myself into a game, and it took its toll. But I'm real proud of myself and the entire team. *Black* is a total package — a total game **EXPERIENCE**. All the elements came together and people seem to appreciate that. Now I'm looking forward to my next game and really applying all of the stuff I learned on *Black*. Hopefully in 2003/2004, another game that I work on will be back on your PSM 10 list. Thanks for the nice honor."

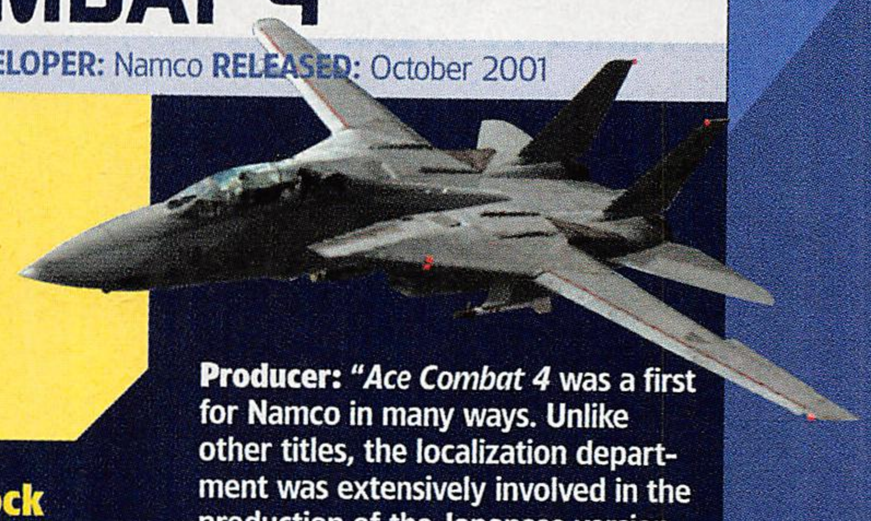


▲ After years of sliding downhill, the original *Twisted* team has put the series back at the top.

ACE COMBAT 4

PUBLISHER: Namco **DEVELOPER:** Namco **RELEASED:** October 2001

9



Namco still has a lock on Flight Sims

Incredible visuals, masterfully-designed missions and countless realistic touches add up to create the most amazing flight combat experience we've ever had on a console. The *Ace Combat* series has always set the standard for flight sims, but its PS2 debut really kicked in the afterburners.

Our Favorite Moment

Normally we aren't impressed by opening movies, but when they use in-game graphics as good as these, even the most jaded jaws drop. We'll never forget the moment that we switched from "those can't be real graphics" to "holy crap, *those are real graphics!*"

Creator's Thoughts

Noriko Wada, Localization

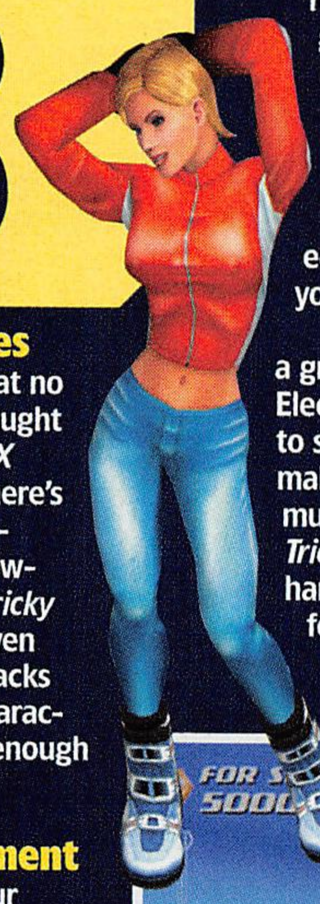
Producer: "*Ace Combat 4* was a first for Namco in many ways. Unlike other titles, the localization department was extensively involved in the production of the Japanese version. At times the going got tough (we had more than our fill of sunrises at the Yokohama office)! But in the end, the stellar reviews we've been receiving made it all worthwhile, and we hope that the *Ace Combat* series will continue to please and entertain gamers the world over."

▲ Breathtaking visuals give the game an unprecedented level of realism. "Bogey on your six!"

SSX TRICKY

PUBLISHER: Electronic Arts **DEVELOPER:** EA Canada **RELEASED:** November 2001

8



King of the Slopes

We're just surprised that no other developer has caught on yet. Really, since *SSX* shot onto the scene, there's just no need for slower-paced "traditional" snowboarding games. *SSX Tricky* upped the ante with even wilder tricks, crazier tracks and a cooler cast of characters. We still can't get enough of this amazing game!

Our Favorite Moment

For obvious reasons, our favorite character is Elise. The first time we nailed her uber trick, everyone around the TV went absolutely nuts!

Creator's Thoughts

Steve Rechtshaffner, Executive Producer: "It's a great honor to be placed in a list such as this, as well to read really great reviews of the game from a wide variety of people. However, I get a much bigger emotional charge just watching someone play the game — that's when you truly know if you've succeeded or failed at achieving what you set out to create.

Being able to work with such a great team and to be a part of Electronic Arts, a company willing to support original work like this, makes the experience all that much more gratifying. Seeing *Tricky* become its own title at the hands of our team is a wonderful feeling. For us, it's all about the "what's possible" — not the "what is."

▲ Grabbing big air and mashing the shoulder buttons like a madman is as addictive as it gets.

JAK AND DAXTER

PUBLISHER: Sony CEA **DEVELOPER:** Naughty Dog **RELEASED:** December 2001

7

Platforming Perfection

Nobody outside of Nintendo is supposed to be able to make action games like this. The graphics are state-of-the-art, the world is rich with life and the action is flat-out fantastic. It's hard not to get lost in the wold of *Jak and Daxter*, and even harder to leave. Let's hope that we see a sequel sometime soon!

Our Favorite Moment

It's a little thing, really, but we just love Jak and Daxter's animations when they find a Power Cell. After finally obtaining a difficult Cell, those scenes are pure joy.

Creator's Thoughts

Jason Rubin, Producer: "I'd like to thank PSM for this honor on behalf of the 36 members of the Naughty Dog *Jak and Daxter* Team, Mark Cerny of Cerny Games, and our Sony CE Producers Worldwide. We all worked hard for two years on *J & D* (some of us for three). We set out to make something compelling and complex, without loosing the kick-ass gameplay that made the *Crash* series popular. We are all very excited with how *Jak and Daxter* turned out, and we look forward to what we can do on PlayStation 2 now that we have an engine, and a published title, under our belt!"

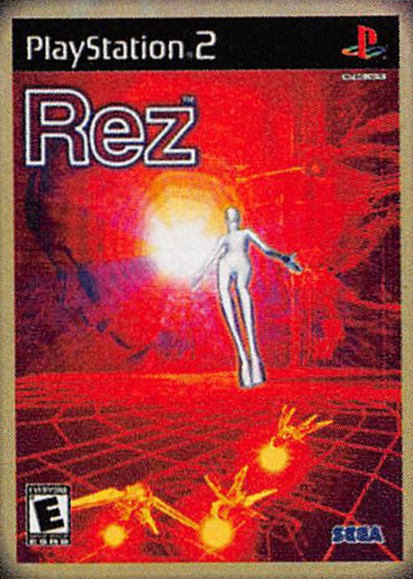
▲ *Jak and Daxter* is one of those rare games that's always fun to just pick up and run around in.

Rez™

Go to synaesthesia . . .

The Shooting Genre
Reinvented

PlayStation®2



SEGA®

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence

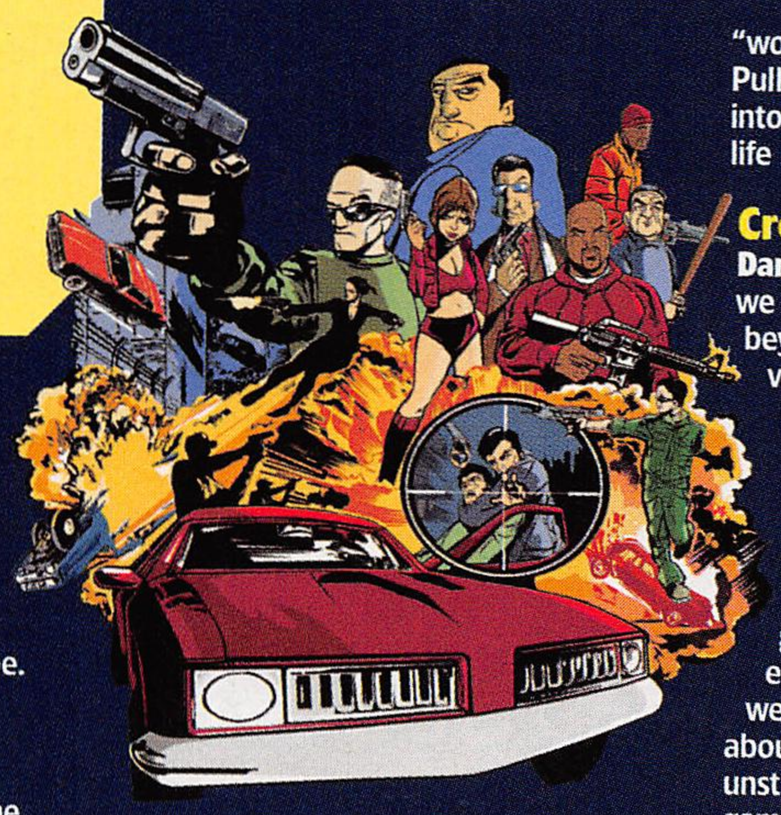
Rez requests your senses. Bring them. . . www.sega.com/rez

Sega is registered in the U.S. Patent and Trademark Office. Sega and Rez are registered trademarks or trademarks of Sega Corporation or its affiliates. © SEGA CORPORATION/UGA, 2001. www.sega.com "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.

TWISTED METAL BLACK

PUBLISHER: Rockstar Games **DEVELOPER:** DMA Design **RELEASED:** October 2001

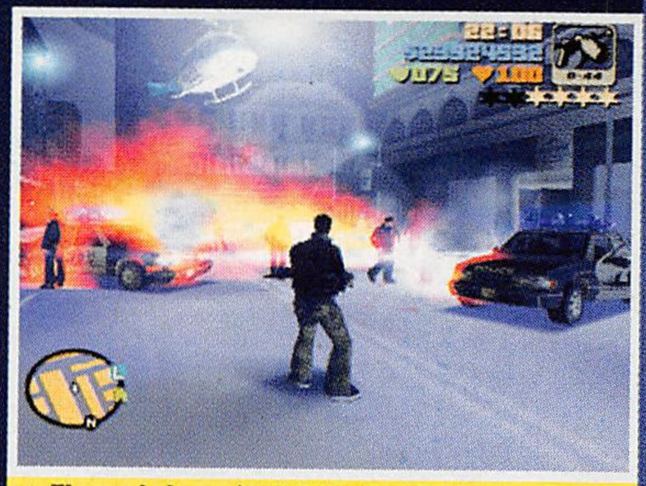
6



Revolutionary
You're a wiseguy in a city full of crime, and you can do whatever you want — literally. The most controversial game of 2001 gives you the freedom to decide just how naughty or nice you want to be.

Our Favorite Moment
Perhaps no scene is as outrageous as your dealings with the "working girls" walking the streets. Pull up next to one and she'll hop into your car and... er... restore your life meter. Just don't ask us how.

Creator's Thoughts
Dan Houser, Producer: "With *GTA3* we were attempting to go way beyond what anyone had previously experienced in a game. We were trying to create a cinematic environment, build a coherent and amusing city-world, and provide arcade accessibility to varied, content-driven gameplay. From the experience of the previous *GTAs*, we knew what people loved about the games — open-plan, unstructured and anarchic gameplay and environments — but we were attempting to do this in 3D, while adding a lot of depth to the experience. We knew if we managed it, people would be amazed, because it was exactly the game we had always dreamed of playing. The results were well worth the effort."



▲ The real charm in *GTA3* is that it allows us to do crazy things we'd never, ever do in real life.

MADDEN NFL 2002 [PS2]

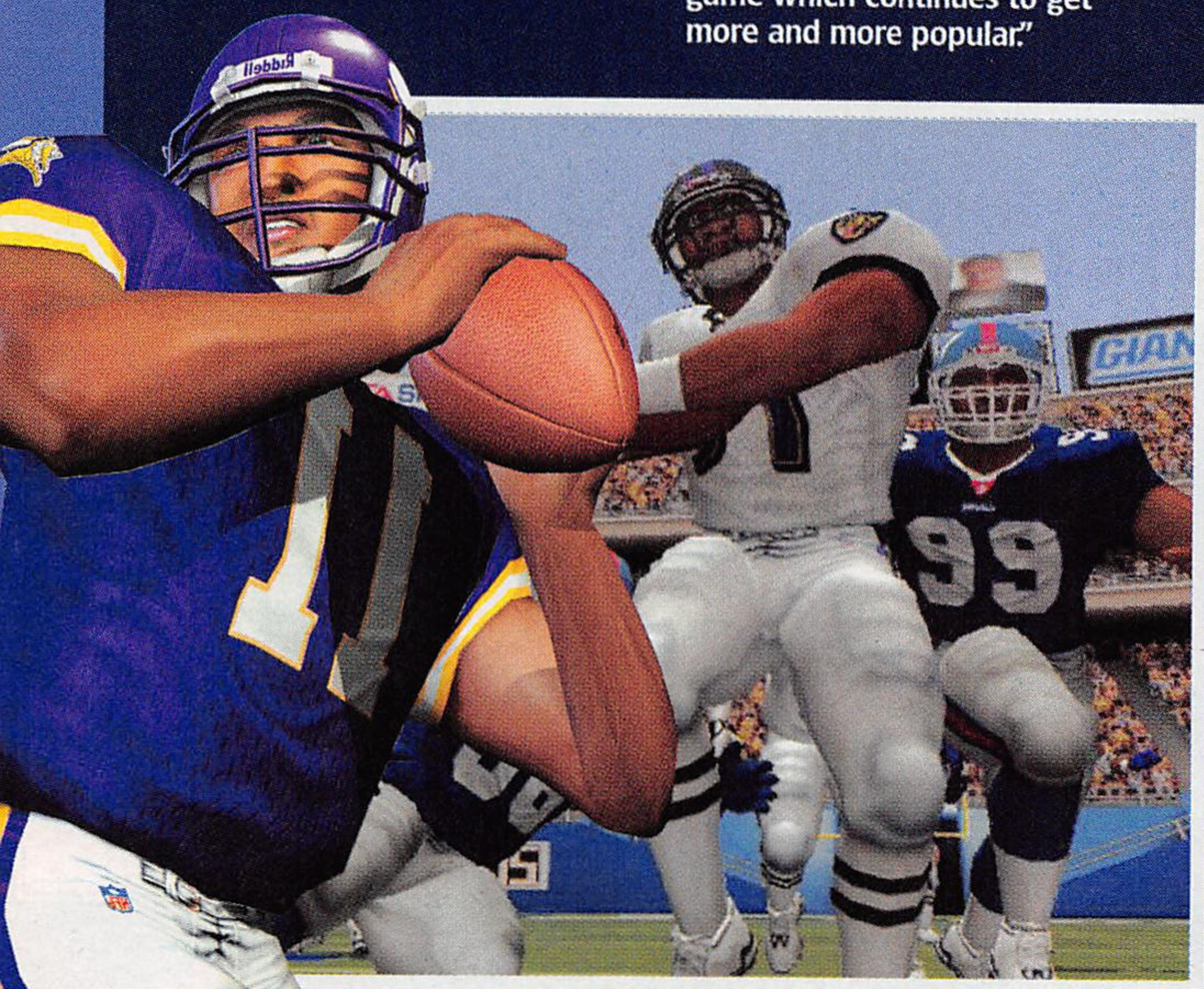
PUBLISHER: EA Sports **DEVELOPER:** Tiburon **RELEASED:** August 2001

5

The Champs Win Again
You might as well pencil in *Madden* as a Game of the Year candidate for the next decade, because this series isn't showing any signs of slowing down. From the eye-popping graphics to the spot-on gameplay, sports gaming just doesn't get any better.

Favorite Moment
Just pick one. Every time we sit down to play, we fill up highlight reels with one bone-crushing hit after another.

Creator's Thoughts
Steven Chiang, Executive Producer: "Working on *Madden NFL 2002* has been fun because of the talented team of programmers, artists and designers who will do whatever it takes to make a great product. Every year the competition increases, and these guys continue to do things better and better. We have been fortunate to be able to work on a game which continues to get more and more popular."



▲ Like fine wine, EA Sports' *Madden* series just seems to get better with age. Where can the series go from here?

DEVIL MAY CRY

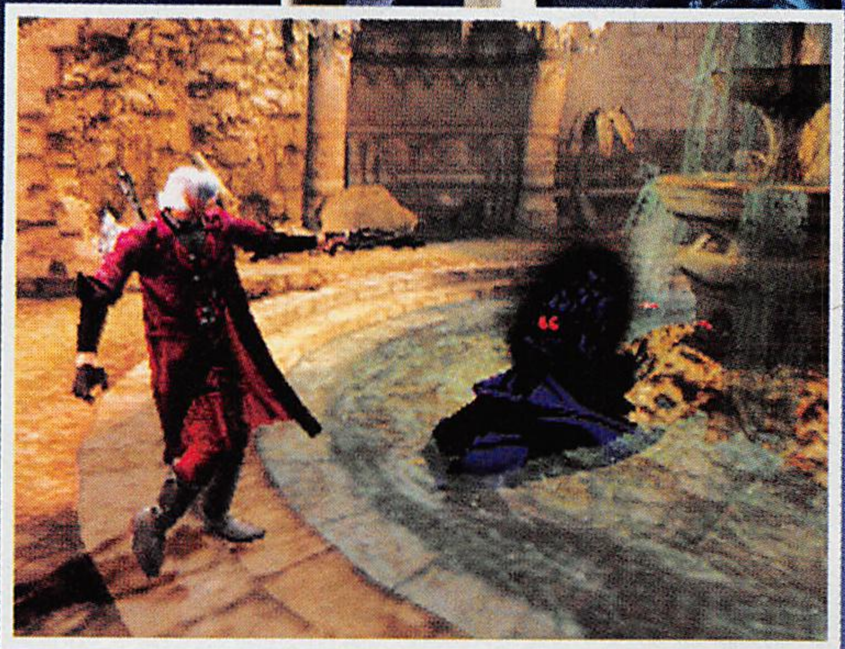
PUBLISHER: Capcom **DEVELOPER:** Capcom **RELEASED:** October 2001

4

Just Too Damn Cool
Until this year, we hadn't realized just how soft action games had gotten. *Devil May Cry* really woke us back up to all-out, kick-ass action, with a cool style all its own.

Our Favorite Moment
Just before Dante delivers the killing blow to the final boss, the music pauses and his hot chick ladyfriend smugly says "looks like we've got a winner." DAMN that's cool!

Creator's Thoughts
Shinji Mikami, Producer: "I'm extremely pleased to hear that our *Devil May Cry* has been chosen as one of the best games of 2001. These days hit games tend to be a sequel of an established series, or a game which takes advantage of popular licensed properties. The fact that an original title such as *DMC* has been awarded this, in spite of this recent trend, should encourage creators and stimulate this industry."



▲ *Devil May Cry's* Dante is so freakin' cool, you just can't wait to see what he does next. "Guns? Yeah, right — time to go to work, guys!"

GRAN TURISMO 3 A-SPEC

PUBLISHER: Sony CEA **DEVELOPER:** Polyphony Digital **RELEASED:** July 2001

3

The Gran Daddy of 'em All

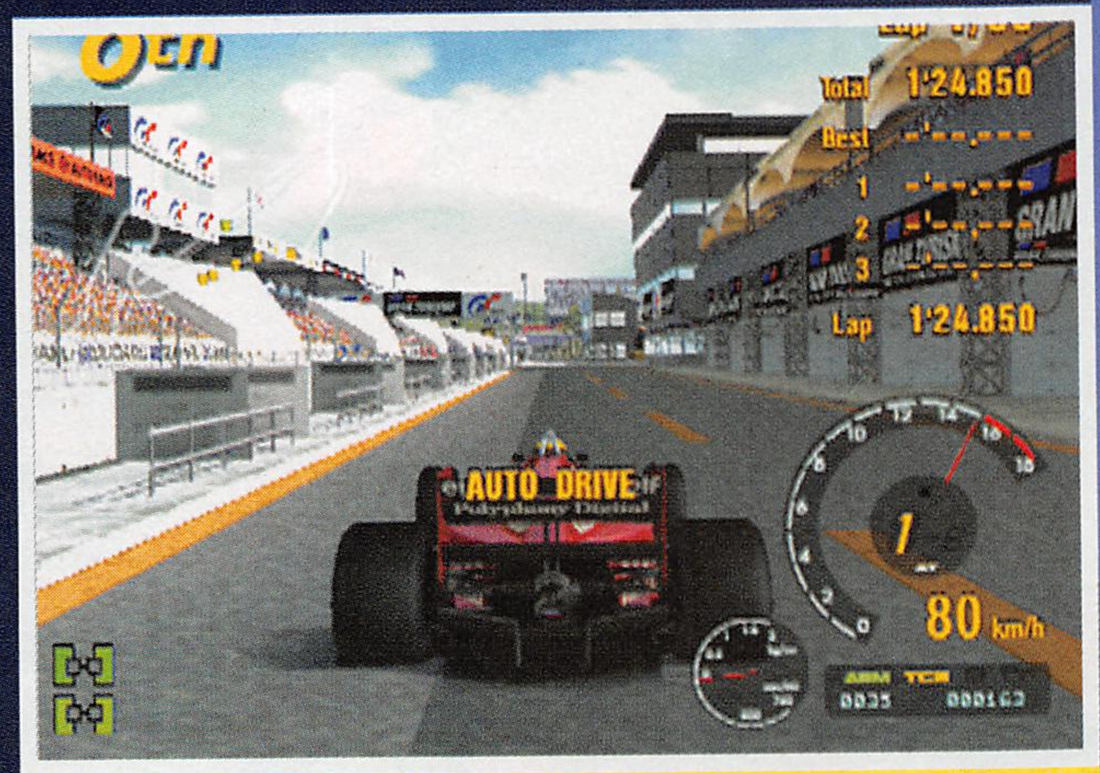
There are a ton of racing games out there, but none carry that certain air of prestige that's associated with the *Gran Turismo* series. That respect has been earned with unparalleled realism, graphics, options and gameplay. *GT3* is the pinnacle of what the series stands for, and a godsend for racing fans.

Our Favorite Moment

Unlocking the F1 races takes forever, and is one of the hardest secrets to unlock in any game. But what a cool bonus! Racing around in these super-fast cars is an incredible rush.

Creator's Thoughts

Kazunori Yamauchi, Producer: "When we released the first *Gran Turismo* back in 1997, we didn't expect this many people to catch on and play this game. Throughout the life of the series, we have always tried our best and have always sought the ultimate quality. To be selected as one of the best PlayStation 2 games is a great honor and we feel that maybe all of the hard work we have put into it has now been rewarded."



▲ About the only thing you can't drive around a course in this game is the kitchen sink.

T. HAWK'S PRO SKATER 3

PUBLISHER: Activision **DEVELOPER:** Neversoft **RELEASED:** October 2001

2

Skater Heaven

This game is a pure joy to play. Everything — from tricking off an ice cream truck to grinding on a cruise ship — just puts a ridiculous grin on your face. This is what videogaming is all about: having a few friends over and going nuts with a game like *Tony Hawk 3*.

Our Favorite Moment

This game has some of the coolest bonuses ever, but we forced everyone in our office building to witness Darth Maul's "Force Grab" trick.

Creator's Thoughts

Joel Jewett, President, Neversoft: "For me, the most amazing part of the last year was seeing what a team can do if they learn to work together and really commit themselves to making something great. Switching to a new platform puts you at square one, so the feeling you get when you see something like *Tony Hawk's Pro Skater 3* come together so quickly is something that will blow your hair back."

▲ Nothing beats playing *Tony Hawk 3* online. Of course, if you can only play the single-player mode, you won't be left wanting.

PlayStation®2

SMUGGLER'S RUN 2
HOSTILE TERRITORY

The ultimate off-road driving adventure returns to the PlayStation®2 computer entertainment system. Work for an elite band of smugglers delivering contraband, escaping the authorities and attacking rivals. Make the drop, hit the nitro boost and get across the border before all hell breaks loose!

Deliver the goods through mine fields, avalanches and enemy crossfire!

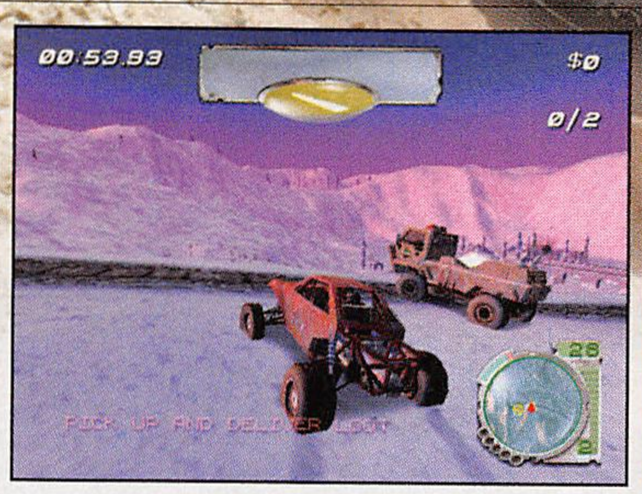
Fully integrated plot increases the adrenaline and ups the stakes

Race anywhere across the world's most dangerous territories

All new mission types including helicopter drop offs!

Outrun and outwit your enemies head-to-head in split screen multiplayer mode!

Out Now



WWW.ROCKSTARGAMES.COM/SMUGGLERSRUN2

blueprint KMS 430 WEST

Soundtrack provided by James Ruskin, 430 West Records and Kevin Saunderson

TEEN T CONTENT RATED BY ESRB — Violence

"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Angel Studios and the Angel Studios logo are trademarks of Angel Studios. Rockstar Games and the Rockstar Games logo are trademarks of Take-Two Interactive Software, Inc. Copyright 2001 All rights reserved. Buggy Image ©Jim Sugar Photography/CORBIS. All other logos are properties of their respective owners.

Angel STUDIOS

R

METAL GEAR SOLID 2: SONS OF LIBERTY

PUBLISHER: Konami **DEVELOPER:** Konami CEJ **RELEASED:** November 2001

1

Otacon to Snake — You ROCK, Man

The second half of 2001 treated the PlayStation 2 to one of the most impressive lineups of new games in the history of the industry. Even so, one title still stood head and shoulders above the rest: *Metal Gear Solid 2*. Here was a game that couldn't have possibly lived up to the ridiculous amount of hype it had generated — but somehow, it did.

This is one of those rare games that you can play again and again, always experimenting with cool new ideas and techniques. In fact, screw writing this article — we're going to go play it again right now.

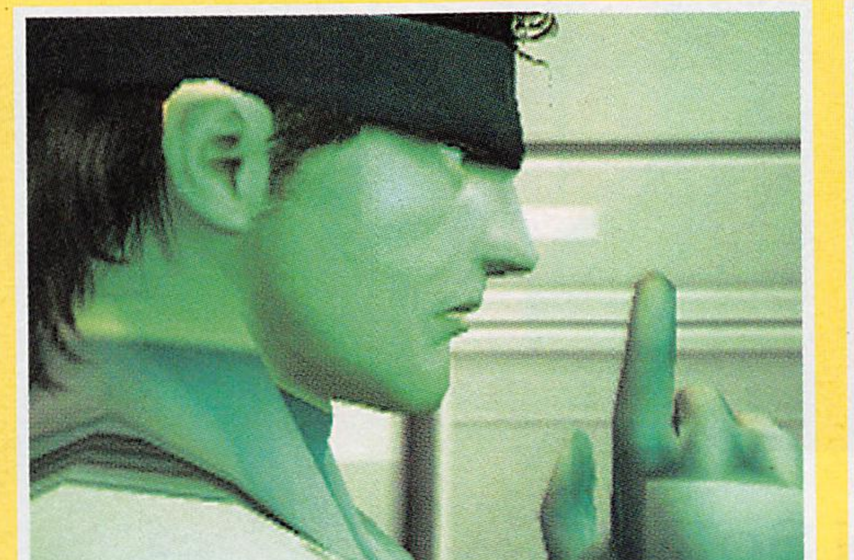
Our Favorite Moment

Perhaps more than any other game we've ever played, *MGS2* is simply packed with unforgettable moments. But out of them all, it's one of the quiet, personal scenes that sticks with us the most. Raiden catches up with Snake and Otacon aboard the Big Shell, and the three decide to split up in order to save the day. Snake and Otacon "punch it home", then give each other a quick hug that shows just how close these two friends are. Then, the three heroes turn towards the camera, in slow motion, and walk towards the viewer and into legendary status.

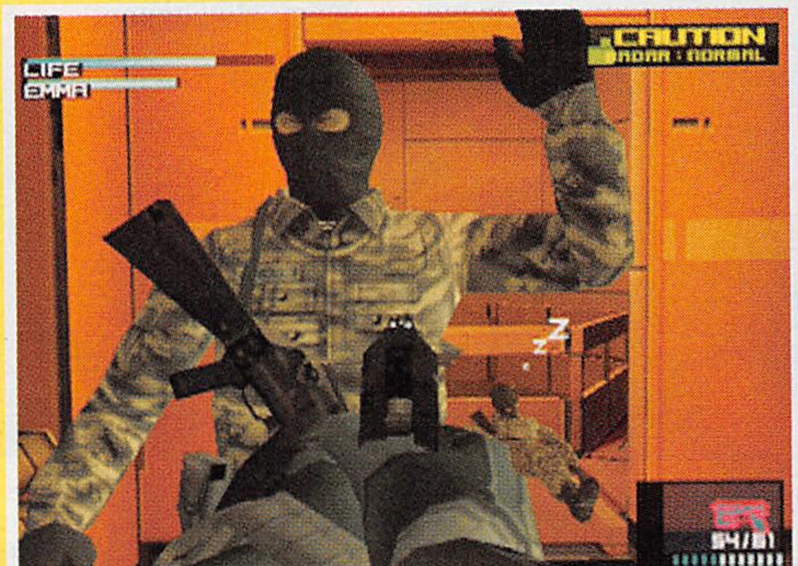
Creator's Thoughts

Hideo Kojima, Writer, Director, Producer: "First of all, thank you very much for naming *MGS2* Game of the Year. It is the fruit of our three-year efforts aimed mainly toward the world. It was tough for my family, as well. At one point, I even thought of leaving the videogame industry. But hey, I will keep on doing what I do. I CAN keep on doing what I do. Please look forward to what comes next."

"Here was a game that couldn't have possibly lived up to the ridiculous amount of hype it had generated – but somehow, it did"



▲ "Shhh!" *MGS2* is filled with incredible secrets and plot twists. You want to keep playing to see what happens next.



▲ While the basic premise of the game hasn't changed from the first *MGS*, it's taken to incredible new heights.

Each Shall Rise to

Born of different worlds, woven together by fate,

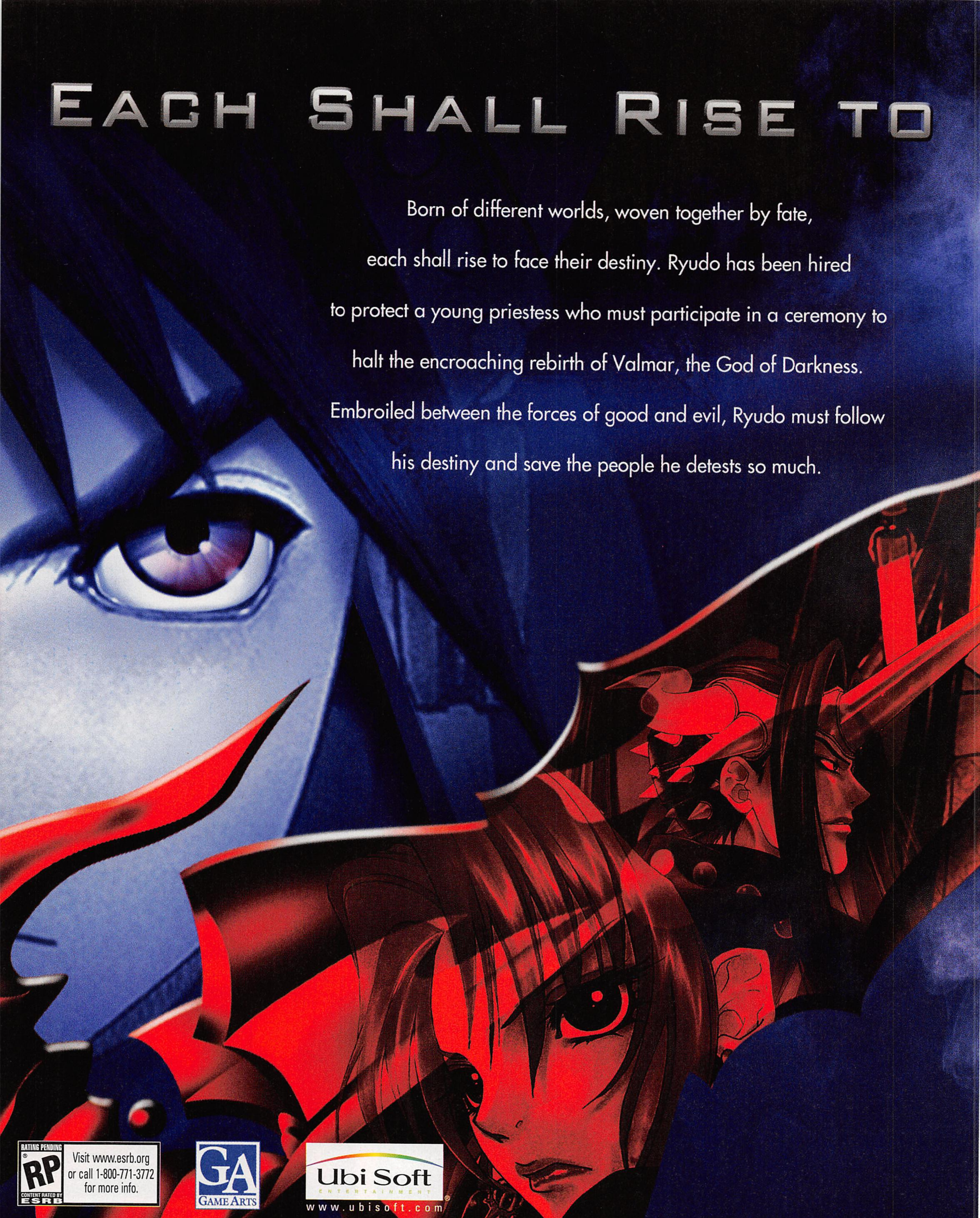
each shall rise to face their destiny. Ryudo has been hired

to protect a young priestess who must participate in a ceremony to

halt the encroaching rebirth of Valmar, the God of Darkness.

Embroiled between the forces of good and evil, Ryudo must follow

his destiny and save the people he detests so much.



RATING PENDING
RP
CONTENT RATED BY ESRB

Visit www.esrb.org
or call 1-800-771-3772
for more info.

GA
GAME ARTS

Ubi Soft
ENTERTAINMENT

www.ubisoft.com

Licensed from ESP/Game Arts by Ubi Soft Entertainment. All rights reserved. Original game ©2000 Game Arts. English Translation ©2000 Ubi Soft Entertainment. Grandia is a trademark of Game Arts Co., Ltd. Character designs by Youshi Kanoe. "Carro" character design by Atsuko Nishida. Ubi Soft Entertainment and the Ubi Soft logo are registered trademarks of Ubi Soft, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

FACE THEIR DESTINY.

GRANDIA™ II

グランディア

"The Dreamcast version of the game already rocks, so get ready for this one."
Official PlayStation Magazine

Over 1,000 characters to interact with in beautiful, varied environments.

Groundbreaking Battle System requiring tactics, skill, timing and technique.

Customize skills, spells and special attacks with an amazingly flexible level advancement system.

PlayStation®2

MATURE
M
CONTENT RATED BY ESRB

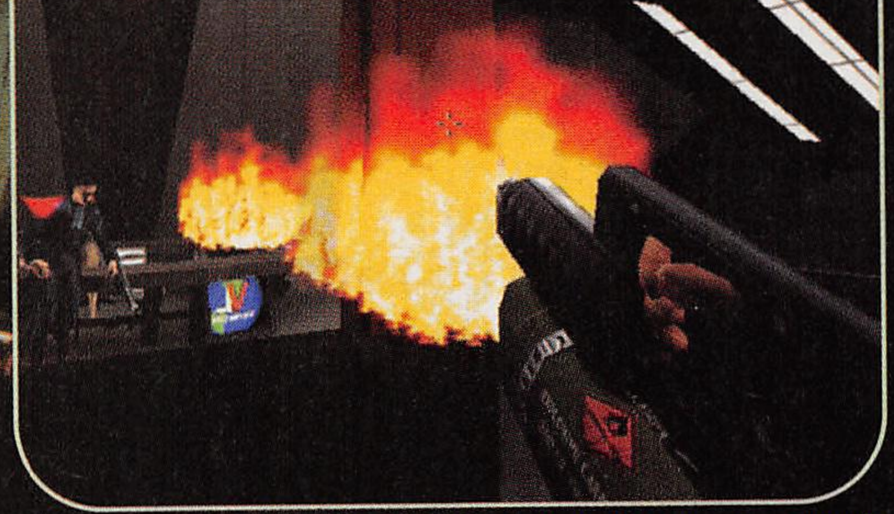
Animated Blood
Animated Violence

EIDOS
INTERACTIVE
GAMES WITH CHARACTER

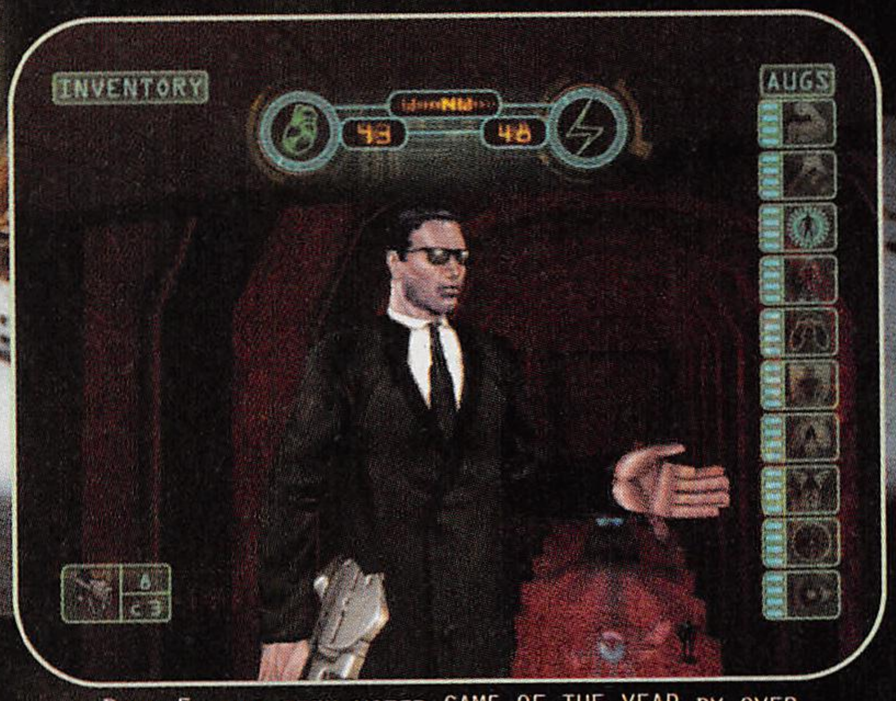
PlayStation®2

Deus Ex © Ion Storm LLP 2001. Published by Eidos Interactive, Inc. Deus Ex and Ion Storm are trademarks of Ion Storm. Eidos, Eidos Interactive, and the Eidos logo are all registered trademarks of Eidos Interactive, Inc. © 2001 Eidos Interactive, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.

USE STEALTH, STRATEGY, OR SHEER FIREPOWER.
THE CHOICES ARE YOURS AND SO ARE THE CONSEQUENCES.



WILL YOU BE THE CHARISMATIC MASTER MANIPULATOR, THE SHREWD AND STEALTHY TACTICIAN, OR THE DEADLY AVENGING ANGEL?



DEUS EX HAS BEEN VOTED GAME OF THE YEAR BY OVER
20 MAGAZINES, WEBSITES, AND READER SURVEYS.

>THE NEXT LEVEL OF INTERACTIVITY IS HERE.

DEUS EX
THE CONSPIRACY

WWW.DEUSEX.COM
FEBRUARY 2002

Virtua Fighter 4™

CLASS BEGINS 3-02

RATING PENDING
RP
CONTENT RATED BY ESRB

Visit www.esrb.org or call 1-800-771-3772 for more info.

Only on PlayStation®2 Computer Entertainment System

PlayStation®2

SEGA®

SEGA is registered in the U.S. Patent and Trademark Office. SEGA and Virtua Fighter are registered trademarks of SEGA Corporation. Presented by SEGA © SEGA-AM2 Co. LTD./SEGA CORPORATION, 2001. www.sega.com "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.

PREVIEWS

Your first look at the hottest new games

Contents

68 ▶ Airblade

72 ▶ Bloodrayne/Star Wars: Jedi Starfighter

73 ▶ Final Fantasy XI

76 ▶ Kingdom Hearts

74 ▶ Spider-Man: The Movie

70 ▶ State Of Emergency/U.F.C.: Throwdown

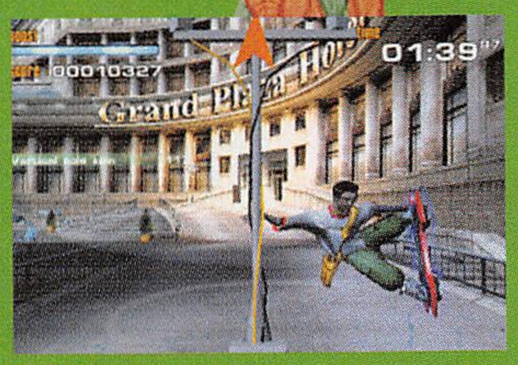
66 ▶ Tekken 4

Tekken 4

We've been testing the arcade version for months, but now we get to see it in action on PS2! pg. 66

HOT GAMES

Don't waste a second; turn on over to these big games NOW!



68 ▶ Airblade

73 ▶ Final Fantasy XI

76 ▶ Kingdom Hearts

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
NAMCO	NAMCO	SPRING	FIGHTING	1 - 2	TEEN

PS2 PERCENT COMPLETE 70%

▲ Players can expect plenty of the past characters to make appearances in *Tekken 4*. The news ones are pretty cool too, but seem to lack the charm of the original characters.

TEKKEN 4

First PS2 screenshots of the arcade fighter!

If you've been following PSM over the last half-year, then you've obvious-ly seen our coverage on the arcade version of *Tekken 4*. We even did a head-to-head comparison between it and the highly anticipated *Virtua Fighter 4* to see which was the better fighter. *VF4* came out a bit ahead, but that still doesn't change the fact that this latest *Tekken* sequel is looking so sweet. Just looking at these screen-shots, taken from the PlayStation 2 version of the game, practically makes us salivate.

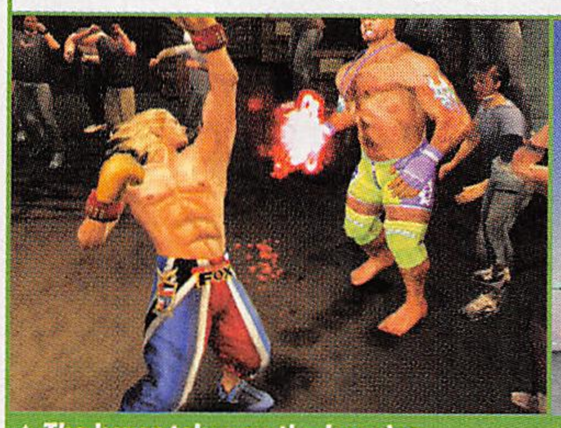
As most of you may already know, *Tekken 4* is the first title in the series to feature fully 3D gameplay. The infinite plane of the past games has been completely removed in favor of large, enclosed environments that can be fully interacted with. Move in one direction for too long and you'll even-tually run into some sort of barrier, whether it be a wall, fence or some other type of obstacle. This greatly adds to the game's overall strategy, because characters will take extra damage if they're hit up against these barriers.

As with all of its arcade ports, Namco will be including several extra features and options in the home version of *Tekken 4*. The obvious modes, such as Versus, Practice, Survival and Team

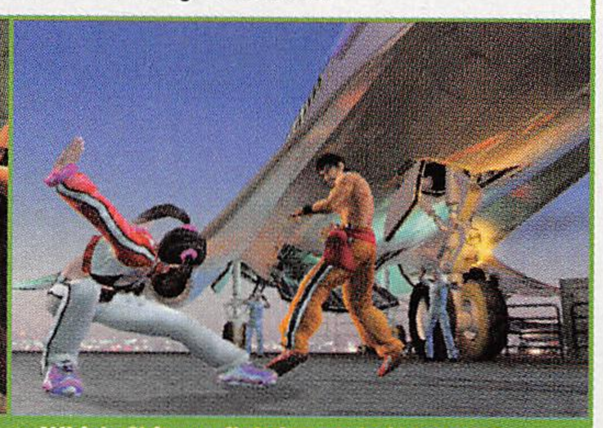
▲ Hmmm... some of the new character costumes can be quite a bit revealing.

FIGHTING VARIETY

More so than in the past games, *Tekken 4*'s characters really play differently. Their fighting styles are not very distinct.



▲ The boxer takes on the brawler.



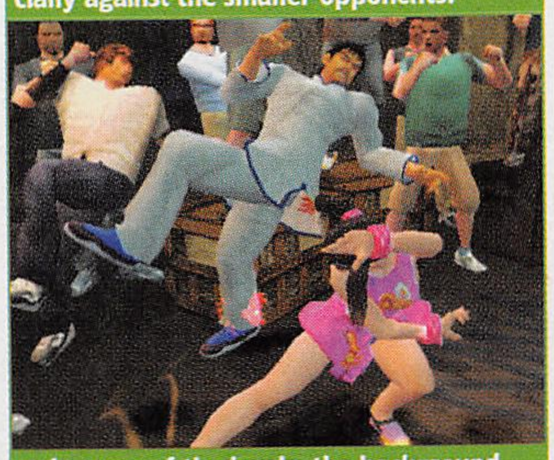
▲ Which Chinese fighting style is better?

Battle, will make their appearances, but players can also expect some additional surprises along the lines of *Tekken Force* or *Tekken Ball*. Also, following with tradition, ending movies will be included for all of the characters. Let's just hope they make more sense than they did in the past games.

Unfortunately, a solid release date hasn't been nailed down by the higher-ups at Namco yet, as they're debating if *Tekken 4* should go up against *VF4* or not. If it were up to us, we'd hold back the game's release, add a few more characters or modes and then release it around summer time. That way, it can get the time in the spotlight that it so obviously deserves. Why have it go up against another AAA title? Regardless, this is going to be a great year to be a fighting game fan, especially when you also consider that sequels to both *Mortal Kombat* and *Soul Calibur* are just around the corner.

► **Stephen Frost**

▲ Craig Marduk packs a mean kick, especially against the smaller opponents.



▲ In some of the levels, the background crowd will actually move out of the way of your fight. That's pretty darn cool.

the BUZZ

Namco has always done amazing home conversions of its arcade hits. *Tekken 4* will definitely follow that tradition.

ENVIRONMENTS = COOL

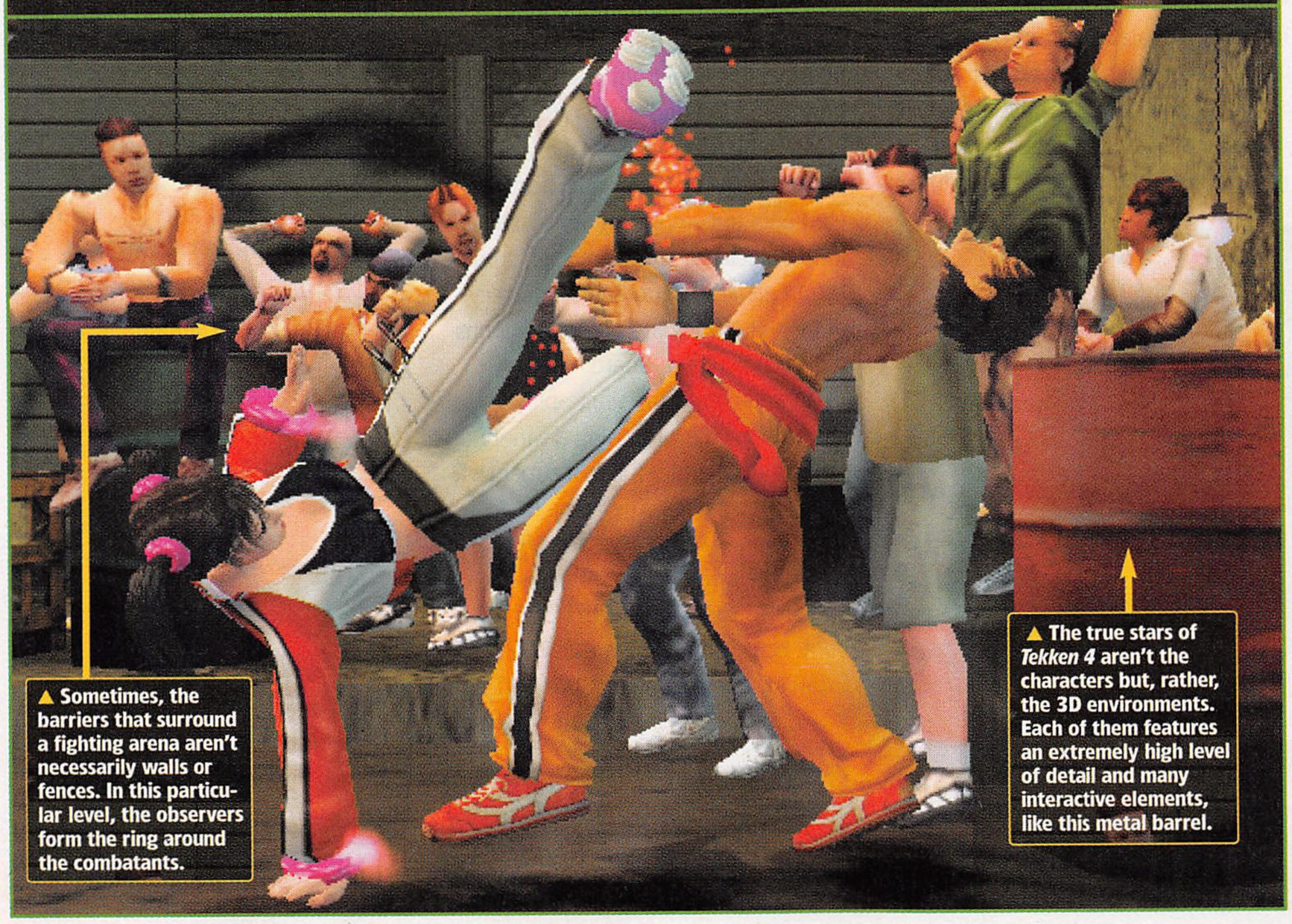
When considering all the fighting games in recent history, *Tekken 4* definitely has some of the most impressive and varied backgrounds. They're also quite interactive, as players will need to use trees, walls and other obstacles to their advantage.

▲ From airports to crowds of people, the characters in this *Tekken* sequel will find themselves fighting in a largely varied number of fully 3D environments.

"Just looking at these screenshots, taken from the PlayStation 2 version of the game, practically makes us salivate"

PSM BREAKDOWN

An up-close look at the game in action

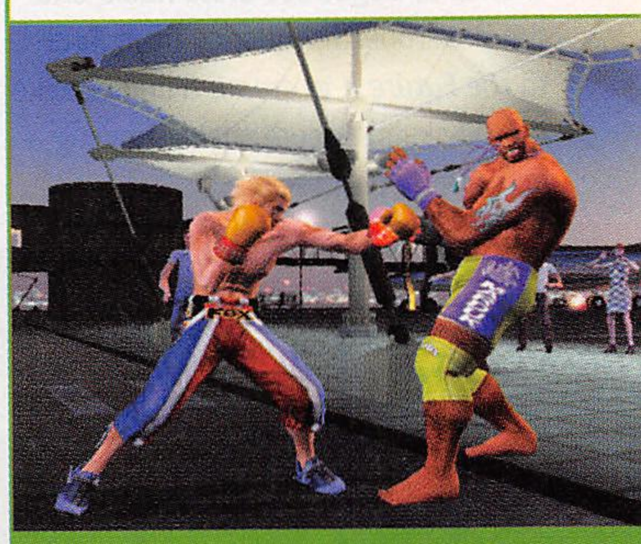


▲ Sometimes, the barriers that surround a fighting arena aren't necessarily walls or fences. In this particular level, the observers form the ring around the combatants.

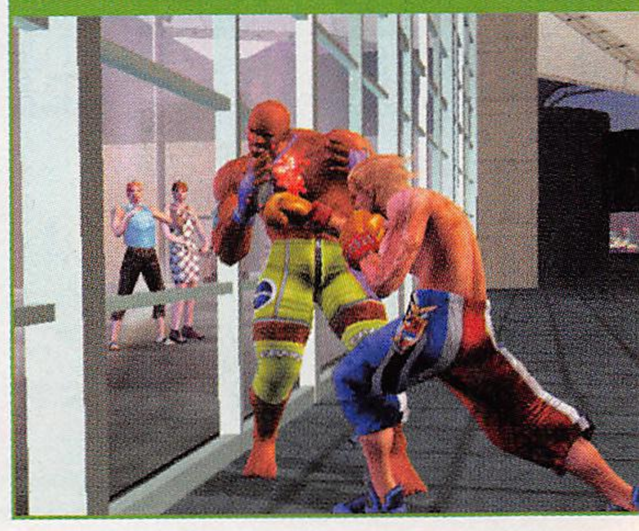
▲ The true stars of *Tekken 4* aren't the characters but, rather, the 3D environments. Each of them features an extremely high level of detail and many interactive elements, like this metal barrel.

WITH YOUR BACK TO THE WALL...

Now that all of the backgrounds are enclosed in some way or another, you really have to watch out to make sure that your character doesn't get backed up against a wall.



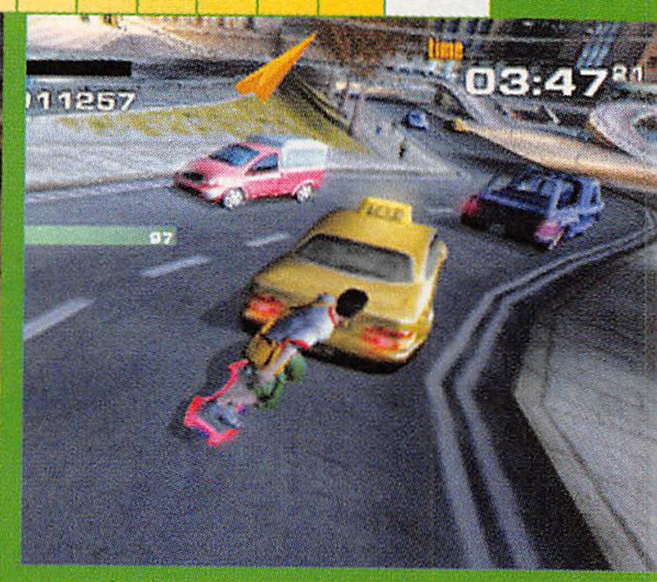
▲▼ Since being hit against a wall or other obstacle takes off more health, try to back your opponent up near one.



PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
NAMCO	CRITERION	FEBRUARY	ACTION ADVENTURE	1-2	TEEN

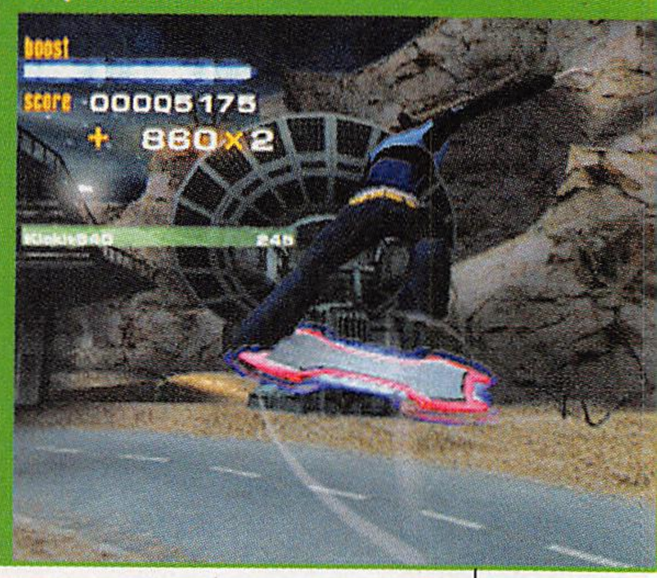
PS2 PERCENT COMPLETE 90%

▲ The game relies on directional taps and one button to pull off some impressive stunts. The large environments provide plenty of room to show off.



▲ You'll be able to grab onto cars in the urban levels to get around faster. There's also a boost.

▼ Not all of the game takes place in the city. Expect some very large and unique environments.



AIRBLADE

Believe it or not, Namco's skating on air

Developed by the crew at UK-based Criterion Studios (who brought us the super-cool racer *Burnout), AirBlade* marks a bit of a departure for predominantly fighter, racer, and shooter publisher Namco. It combines the key ingredients of *Tony Hawk's Pro Skater* with dashes of Sega's *Jet Grind Radio* and the hoverboard sequence from *Back to the Future II* to create a unique take on the skating genre that's showing a lot of early promise.

Instead of skateboards, players control a prototype hoverboard that's capable of outlandish, physics-defying tricks and even long-range "hover jumps" once the boost meter is full from performing stunts. It's also possible to swing from poles to reach new areas. Beyond that, *AirBlade* looks to be heavily cinematic — it's packed with cutscenes and story elements to compliment its diverse level objectives. There are even some action game-like moments, courtesy of billy-club wielding corporate goons out to snatch your board.

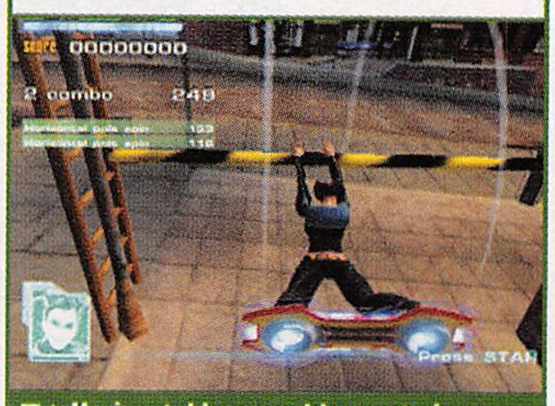
In addition to the single-player levels, Namco is promising a variety of skill contests and a full assortment of two-player games. The game is already quite responsive at 60fps, with huge traffic-filled urban levels and some cool high-res textures to boot. How will it compare to *THPS3?* Expect the review next issue!

▶ **Randy Nelson**

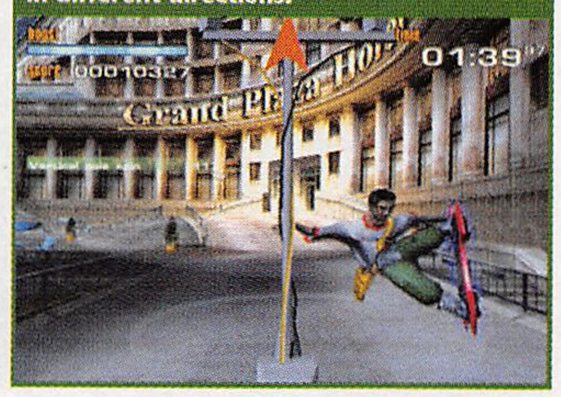
▲ Corporate goons are out to get their hoverboard back. You'll have to take them out!

GET A GRIP!

One of the things that sets *AirBlade* apart from other skating titles is the ability to grab onto poles and use them to execute elaborate moves.



▼▲ Horizontal bars enable you to jump higher, whereas vertical ones slingshot you in different directions.



the BUZZ

A couple of cool new play mechanics and a high-tech look should help set this game apart from *Tony Hawk* and its imitators.

OFFICIAL VIDEO GAME

GOLD RUSH

www.olympics.com
www.olympicvideogames.com

SALT LAKE 2002

Official video game of the Olympic Winter Games • Arcade multi-player action • Authentic Salt Lake venues

EVERYONE
CONTENT RATED BY ESRB

AVAILABLE FORMATS
PlayStation®2
PC CD

Published by EIDOS INTERACTIVE
eidos.com

AVAILABLE FORMAT
GAME BOY ADVANCE

Published by Ubi Soft
www.ubisoft.com

TM © 1997 SLOC 36 USC 220506. Copyright © 2002 International Olympic Committee ("IOC"). All rights reserved. PC and PlayStation®2 computer entertainment system formats published by Eidos Interactive. Eidos, Eidos Interactive, and the Eidos Interactive logo are all registered trademarks of Eidos Interactive, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Game Boy Advance format published by UbiSoft. ©2001 Ubi Soft, Inc. Ubi Soft and the Ubi Soft Entertainment logo are registered trademarks of Ubi Soft, Inc. Game Boy Advance is a trademark of Nintendo. ©2001 Nintendo. The ratings icon is a registered trademark of the Interactive Digital Software Association. Screenshots are from the PlayStation®2 computer entertainment system. All rights reserved.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
CRAVE	OPUS	FALL	FIGHTING	1-2	TEEN

PS2 PERCENT COMPLETE 65%

UFC: THROWDOWN

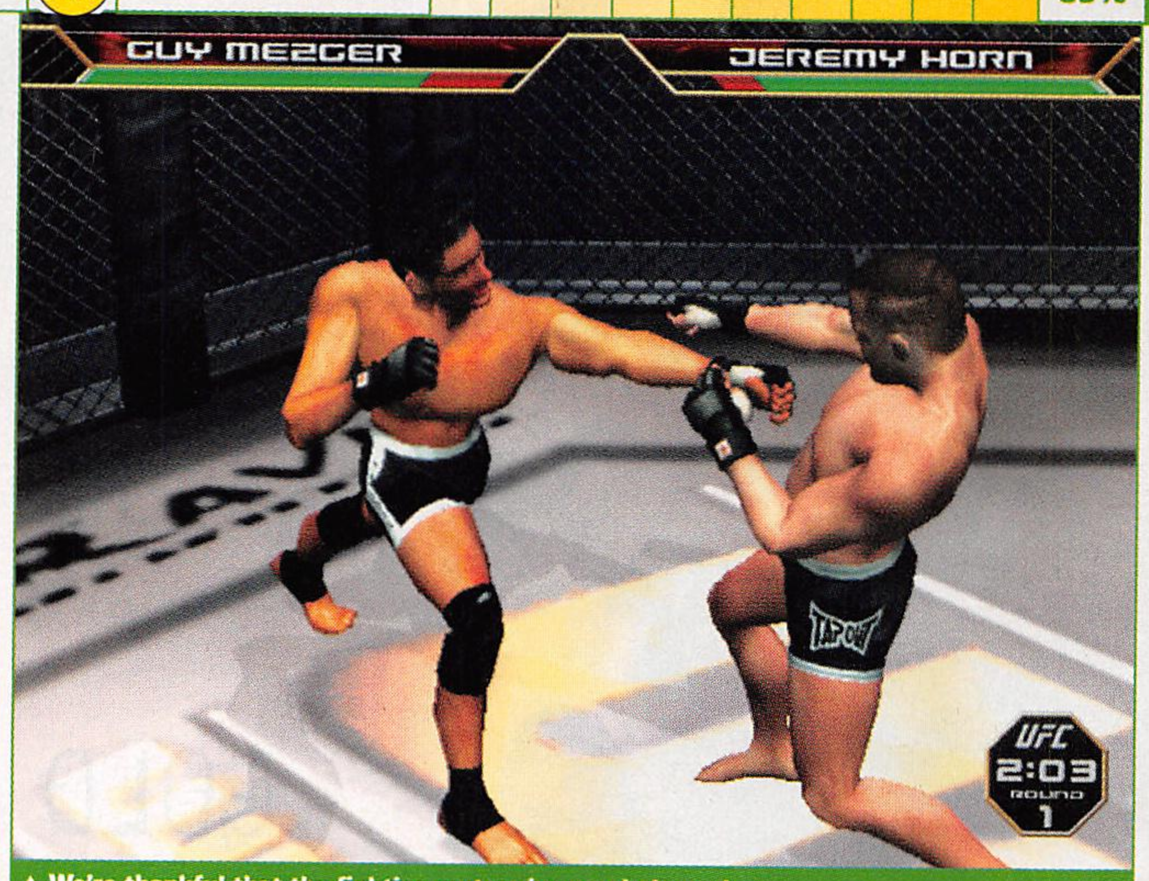
PS2 gets the "ultimate" fighting game

While the original PlayStation was also graced by a *UFC* title, we wouldn't necessarily say that the game was of the highest quality. The fighting system definitely had its problems and ended up providing way more frustration than fun. Fortunately, that seems to have been remedied in the PS2 sequel.

UFC: Throwdown will feature over 25 of the top UFC fighters and a host of gameplay modes. Along with the expected Arcade and Tournament modes, players will also be able to create their own customized characters and train them through a variety of mini-games. In this respect, the game reminds us of the *Ready 2 Rumble* series.

By far the greatest improvement to *Throwdown*, however, is the more evenly balanced fighting system. Fights actually last longer than 5 seconds now and the CPU isn't as perfect as before. Also, the detail in the character models really adds a greater sense of realism to the game.

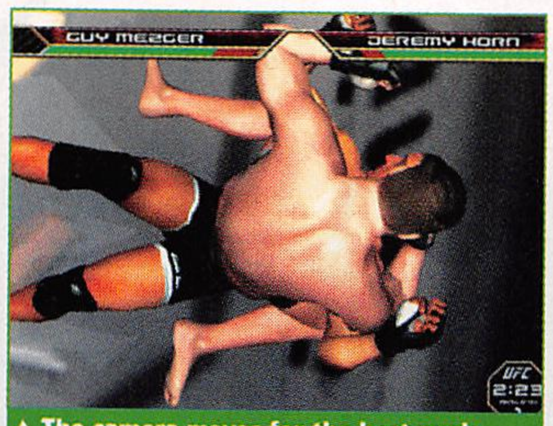
▶ **Stephen Frost**



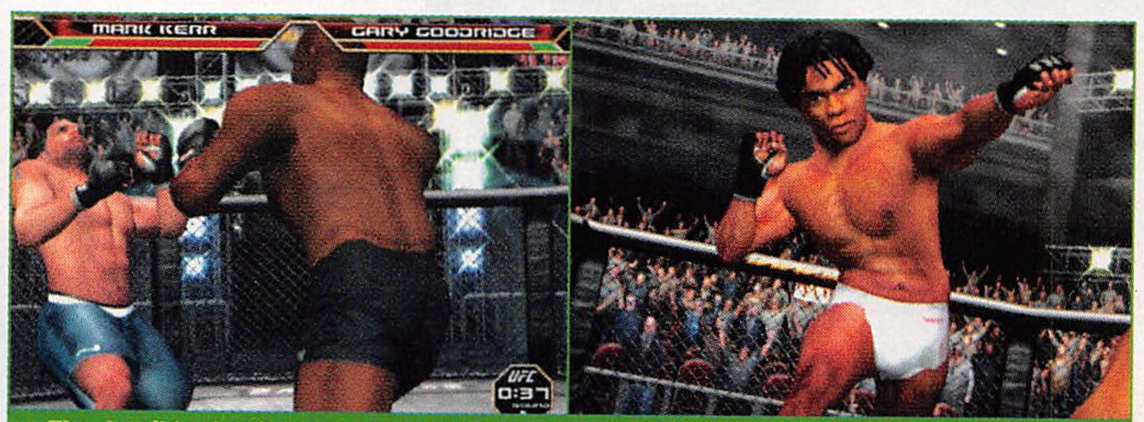
▲ We're thankful that the fighting system is more balanced.

the BUZZ

The improved fighting system and the incredibly detailed characters should help us forget about the first *UFC* title.



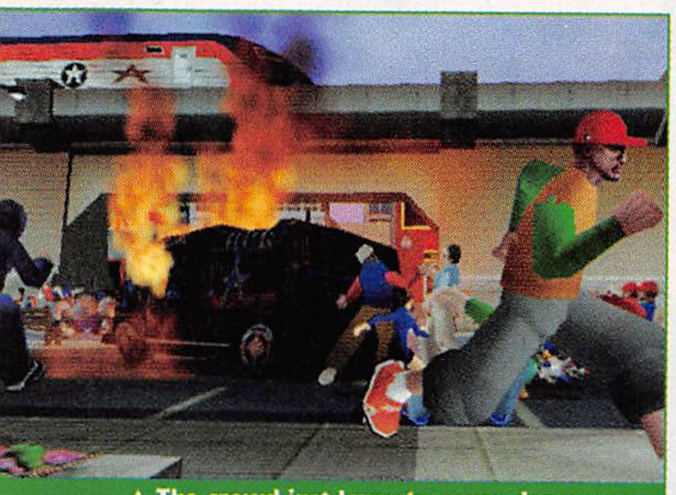
▲ The camera moves for the best angle.



▲ The detail in the fighters, especially their faces, is definitely quite impressive.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
ROCKSTAR	VIS ENTERTAINMENT	JANUARY	ACTION	1	TBD

PS2 PERCENT COMPLETE 80%


▲ The crowd just loves to cause damage.

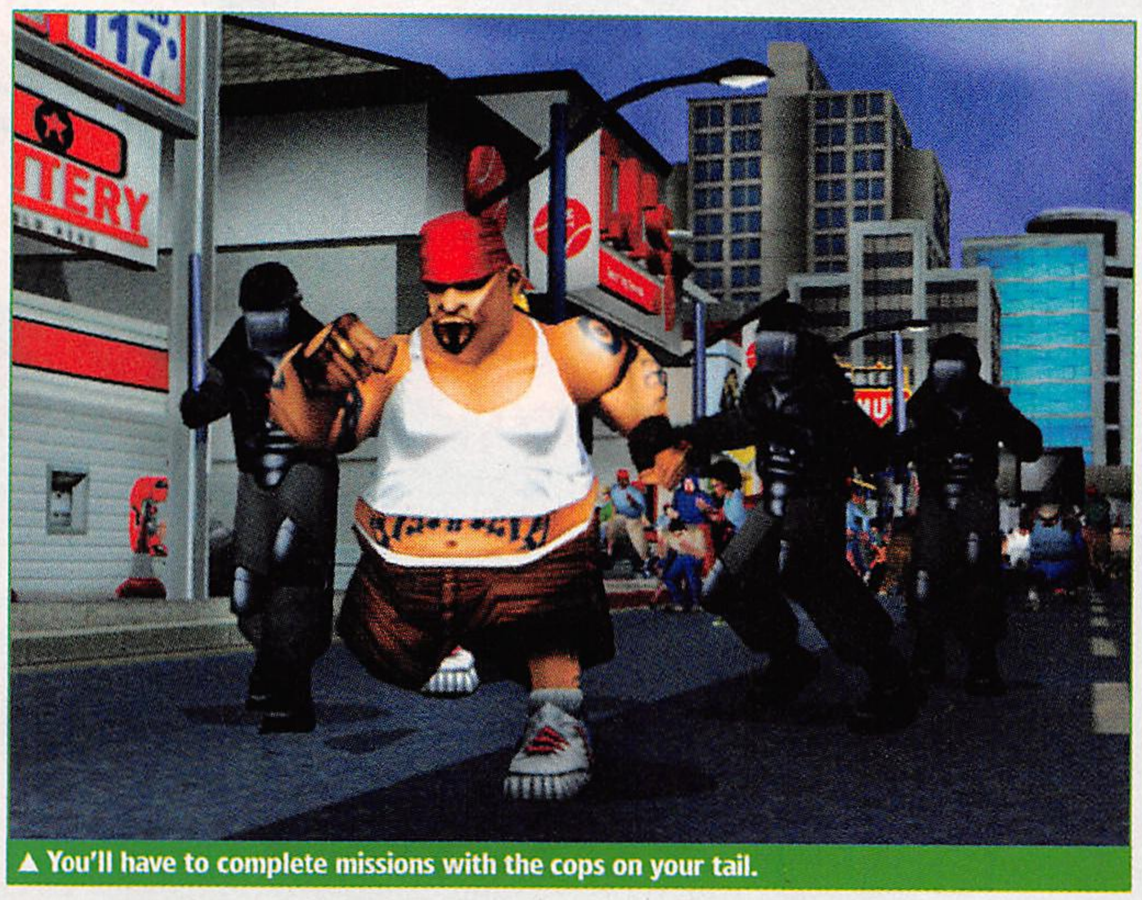
STATE OF EMERGENCY

There's a riot headed for the PS2

Generally, you don't really start to see truly unique games appear until a few years into a console's life. However, with the PS2, that doesn't seem to be the case. With games like *Frequency* and *Fantavision* already available, the road to innovation has already been paved. Following that road is Rockstar and its rather peculiar mission-based action title, *State of Emergency.*

By far the most impressive aspect of *SoE,* and its major selling point, is the fact that there are always several hundred pedestrians on-screen at a time. Having seen the latest version of the game, we were blown away by how many characters were running around. It really felt like you were in the middle of this enormous crowd that was rioting out of control. And it's not a mindless crowd, either. Start shooting or hitting people and they'll react accordingly and freak out. Just be ready, because the rioting begins in a few short weeks.

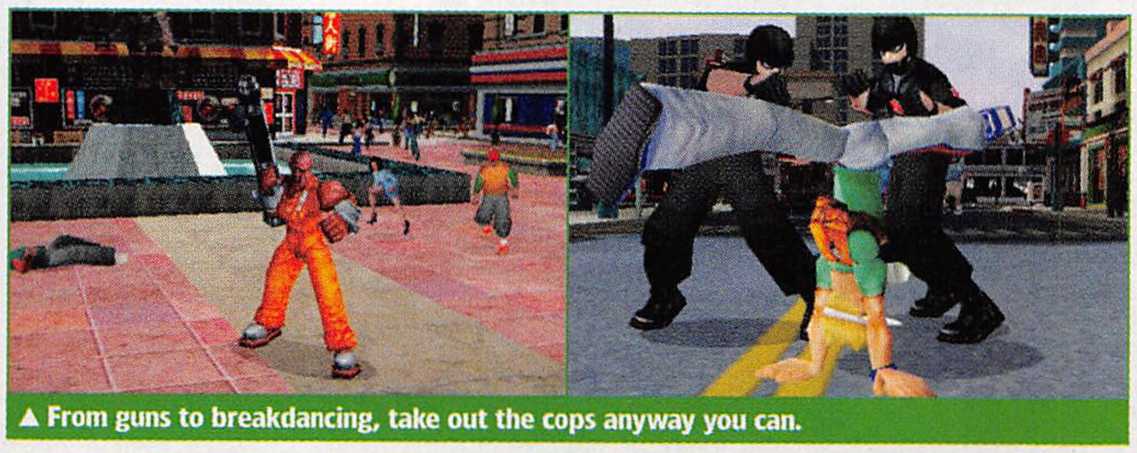
▶ **Stephen Frost**



▲ You'll have to complete missions with the cops on your tail.

the BUZZ

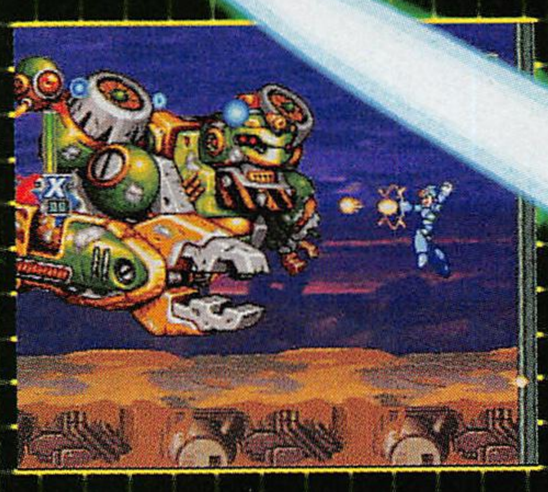
If the gameplay can keep up with the frantic actions of the rioting crowd, then this game is gonna be some major fun.

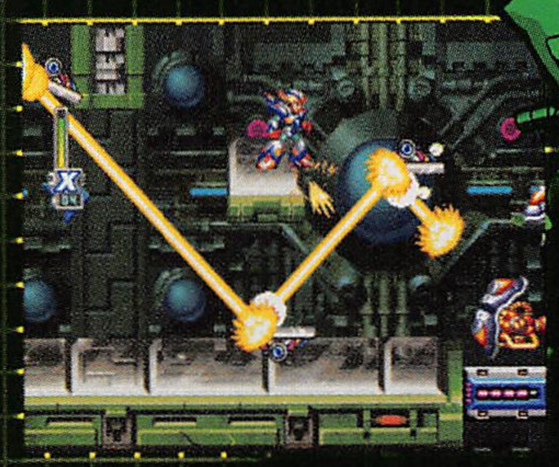

▲ From guns to breakdancing, take out the cops anyway you can.

MEGAMAN X6

Mission Critical... Zero is Missing... Search and Rescue!

Prepare yourself for the next astounding adventure in the awesome Mega Man X series. Timing is everything as you dash through a tangled web of intricate levels and abominable bosses. Mega Man X is back and this time it's personal!





EVERYONE
E
CONTENT RATED BY ESRB

Violence

DEALS • STORE • GEAR • CAPCOM EDGE • GAMES • PREVIEWS • ART • NEW RELEASES • NEWSLETTER
CAPCOM.com

CAPCOM®

PlayStation®

© CAPCOM CO., LTD. 2001 © CAPCOM U.S.A., INC. 2001 ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. MEGA MAN X6 is a trademark of CAPCOM CO., LTD. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
MAJESCO	TERMINAL REALITY	FALL	ACTION/ADVENTURE	1	TBD

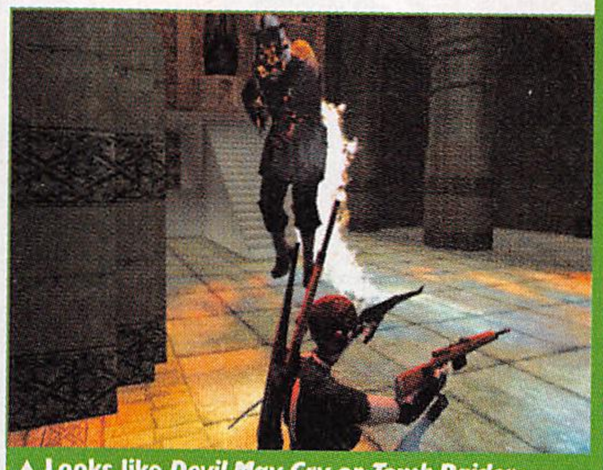
PS2 PERCENT COMPLETE 30%

BLOODRAYNE

Greater than the sum of its parts?

***BloodRayne* reflects careful study of what makes other games successful. It** stars a sexy, scantily-clad heroine in third-person *(Tomb Raider, Drakan)*. Agent BloodRayne is tasked with single-handedly foiling the despicable Nazis *(Return to Castle Wolfenstein, Medal of Honor)*. Part-vampire, she must slay hordes of other supernatural enemies *(Buffy, Blade, Soul Reaver, Devil May Cry)*. And the game allows *Matrix*-style slow-motion during key moments *(Max Payne, Dead to Rights, Jedi Starfighter)*. Set during the 1930s, in a story like an *Indiana Jones* movie, a group of occult-obsessed German war criminals flee to South America after WWI and happen upon an ancient temple encasing horrific powers, which they can unleash by combining three artifacts. *BloodRayne* must defeat the Nazis, and the inhuman abominations spawned by their research, to keep them from resurrecting ancient evil.

▶ **Tommy Layton**

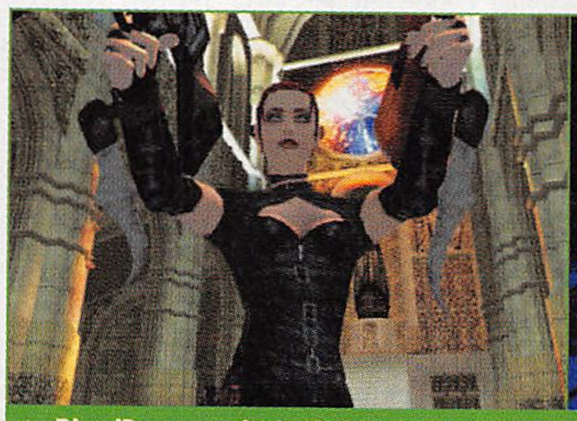


▲ Looks like *Devil May Cry* or *Tomb Raider*...

▲ It's John Woo-style combat in "bullet time" against jet-packed Nazis. It's all good.

the BUZZ

***BloodRayne* seems to pick and choose from the best elements of other great action/adventure games.**



▲ *BloodRayne* packs both guns and blades, as well as enhanced senses.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
LUCASARTS	LUCASARTS	SUMMER	ACTION	1-2	EVERYONE

PS2 PERCENT COMPLETE 50%

JEDI STARFIGHTER

Thankfully, it isn't "Jar-Jar Starfighter"

▲ The capitol planet of Coruscant will play a big part of the game, as in the movie.

▲ Some craft will make a comeback from the first game, looking better than ever.

What would this summer's release of *Stars Wars: Attack of the Clones* be without a videogame tie-in? Not to disappoint, LucasArts already has one on the burner — and it's thankfully a sequel to one of its best *Star Wars* titles of recent years. *Jedi Starfighter,* as it's to be called, is a direct descendent of the excellent *Star Wars: Starfighter,* promising the same sort of intense space combat with a few noteworthy additions.

Chief among these, of course, is the inclusion of several ships from *Attack of the Clones,* including the dart-like Jedi Starfighter itself. Capitalizing on the whole "Jedi" theme, the game will also feature Force powers — such as energy drain and the ability to slow time. 15 missions are planned in all, as is a two-player cooperative mode. There are vague promises of significant technical improvements at this point, so we'll keep our fingers crossed that constant 60fps action is among them.

▶ **Stephen Frost**

the BUZZ

With cooler starfighters and a hopefully better movie to draw on, this is one sequel that could eclipse the original.

▲ Small, but deadly: the Jedi Starfighter.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
SQUARE	SQUARE	FALL/WINTER	ONLINE RPG	1 - 18	TO BE DETERMINED

PS2 PERCENT COMPLETE 90%

FINAL FANTASY XI

The latest screenshots of Square's epic online RPG

As we near the Japanese release of the eagerly anticipated *Final Fantasy XI*, new details and screenshots have leaked out, allowing us to piece together a better picture of what the overall online experience will be like.

Similar to the persistent world RPGs on the PC, *FFXI* will allow you to select your character from several races. At this time, however, the only ones that have been revealed are the Humans, Elves and Tarutarus (small dwarfish creatures with great magical abilities). Each of these races inhabits a unique part of the world and all specialize in different abilities, such as spell-casting, and fighting styles. We wonder, though, how much actual creative freedom you'll have in customizing the look of your character.

Despite that the past *FF* games have all been single-player adventures, *FFXI* will definitely cater more towards the multiplayer experience. Players will be able to join up and form parties consisting of up to six people. And each party will have a designated leader that directs the actions and progression of the other party members. In cases when you're up against extremely powerful opponents and six characters aren't enough, you'll be able to form alliances with other parties, effectively raising your party size to 18.

With the beta-testing already going on in Japan, the release of *FFXI* should be soon. Baring any problems, players can expect the game to hit sometime by the end of the year.

▶ **Stephen Frost**

▲ You'll be able to see far into the distance to areas that you have yet to explore.

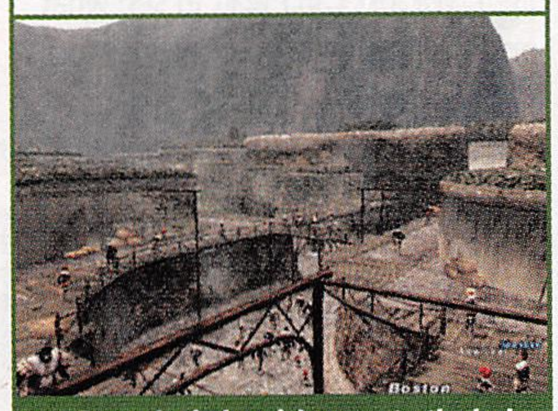
the BUZZ

This is the first time in history when you'll get to play a *FF* adventure online with your friends. Does it get any better?

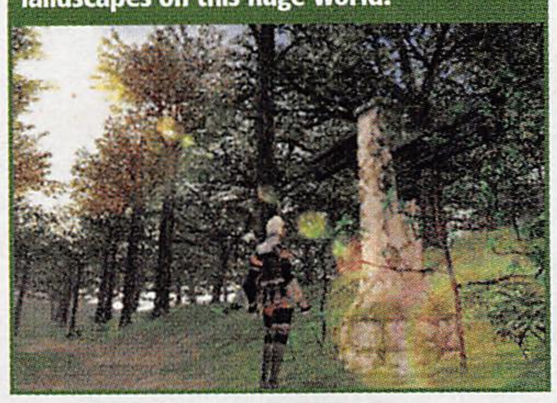
▼▲ Along with the large number of different character races, you'll also come across a vast selection of unique and strange-looking creatures. Most have never appeared in a *Final Fantasy* or Square game before.

IT'S A REAL WORLD...

Just like Earth, the world of *FFXI* is vast and varied. You'll see forests, deserts and anything else you can think of.



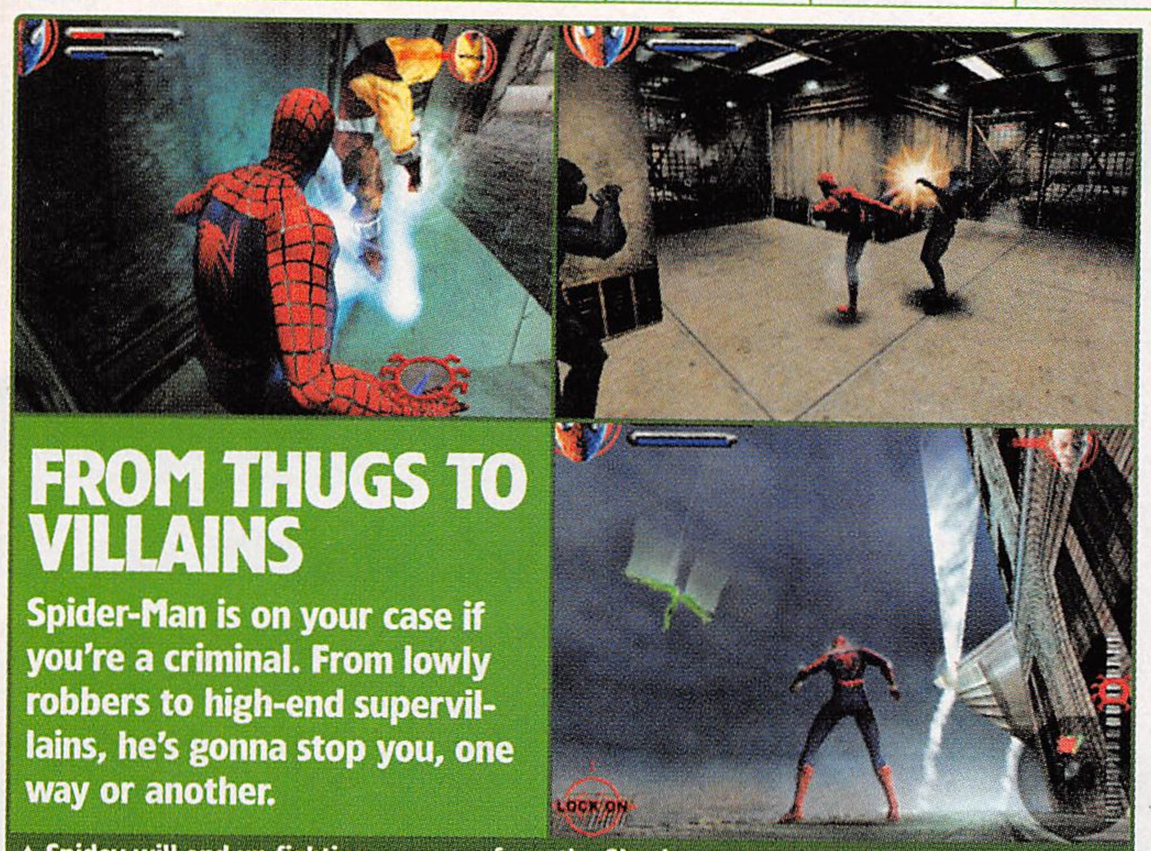
▼▲ From the industrial towns to the lush, green forests, you'll see a large variety of landscapes on this huge world.



▲ While a large number of the enemies in *FFXI* can be defeated by a single adventurer, many of the larger ones will take an entire party of characters to vanquish.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
ACTIVISION	TREYARCH	MAY	ACTION	1	TEEN

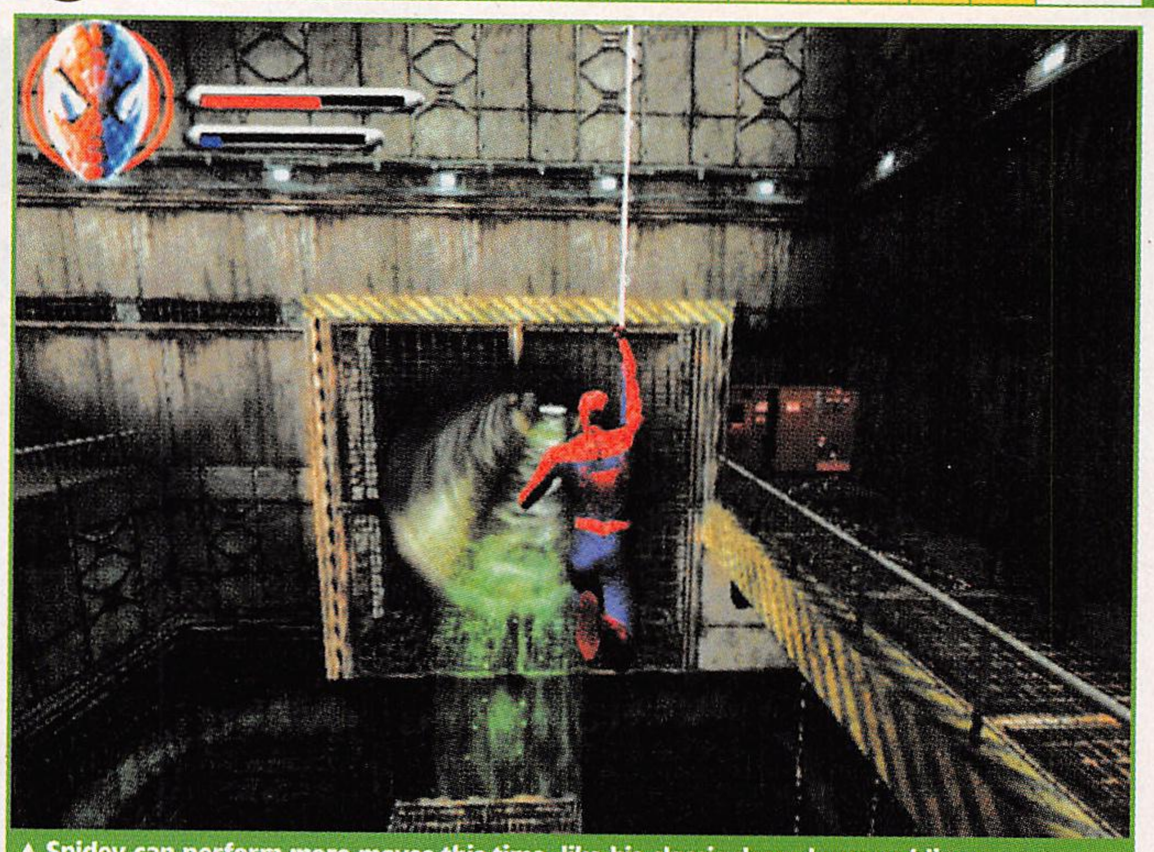
PS2 PERCENT COMPLETE 60%



FROM THUGS TO VILLAINS

Spider-Man is on your case if you're a criminal. From lowly robbers to high-end supervillains, he's gonna stop you, one way or another.

▲ Spidey will end up fighting everyone from the Shocker to common thugs.



▲ Spidey can perform more moves this time, like his classic drop-down webline.

SPIDER-MAN: THE MOVIE

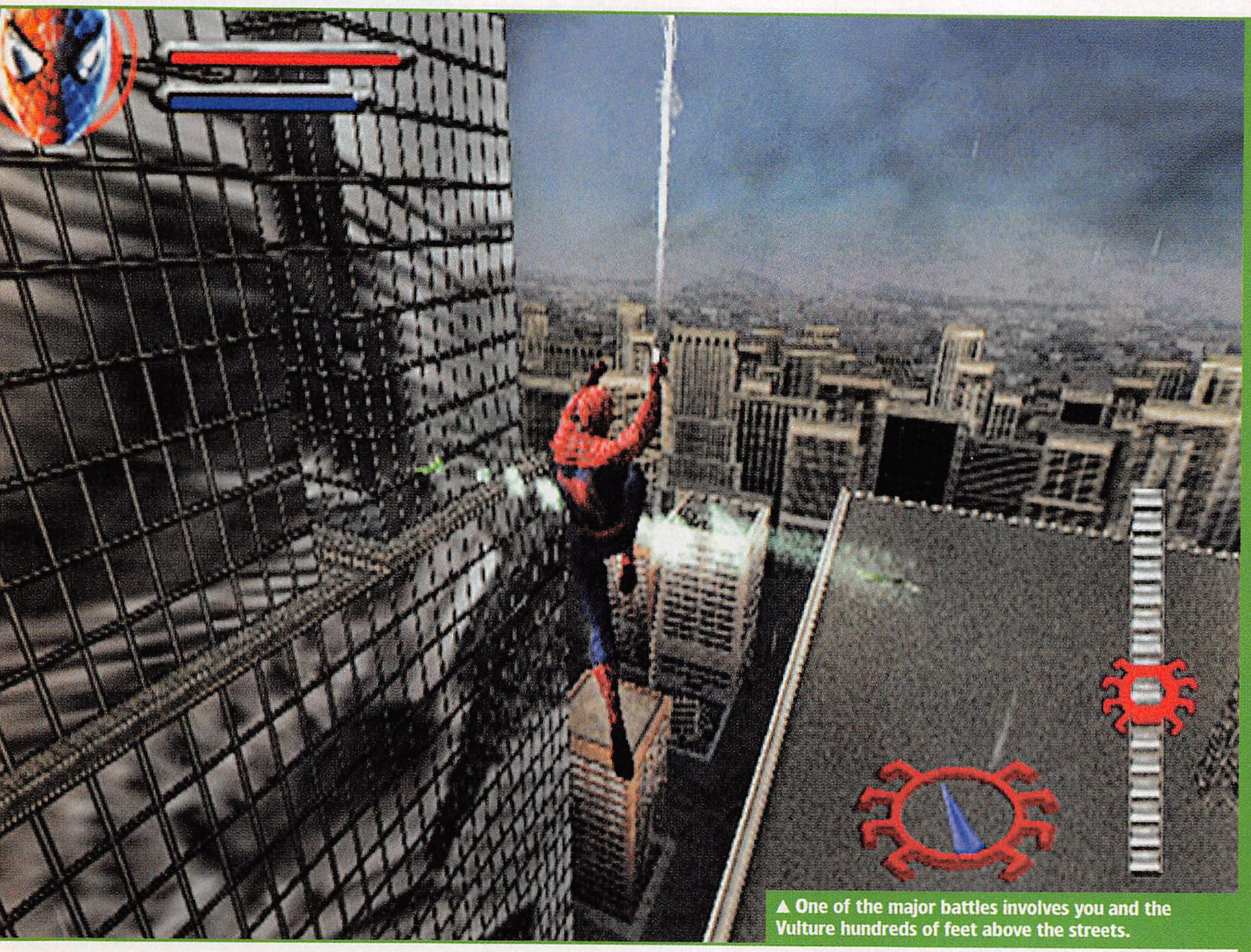
Spidey's swinging into town in just a few more months

As the debut of the motion picture draws near, so does the release of Activision's latest title featuring the friendly neighborhood webslinger. *Spider-Man: The Movie* will hit store shelves this May, but it won't completely follow the events established in the film. The developers at Treyarch have taken some creative freedoms in order to make the game less predictable and more fun. Not only will you be going up against the Green Goblin, but you'll also fight other infamous villains.

One of the most important things the developers wanted to get right in *Spider-Man: The Movie* was the camera system. Those of you who played the two PSone titles can attest to the fact that the camera could be quite problematic at times. That shouldn't be the case in this sequel because the camera is far more intelligent and will do a better job at following the player, even when they're swinging through buildings or enclosed areas.

Along with this improved camera system, you can also expect far more spectacular battles on the PS2. One of the great fights we witnessed in this latest build was an aerial battle between Spidey and the original Vulture. Obviously inspired by scenes from the upcoming movie, the fight had our arachnid way up high, hanging on to his weblines for dear life. Needless to say, it was a tough fight. We just can't wait to see what else the game has to offer. May just can't come soon enough.

▶ **Stephen Frost**

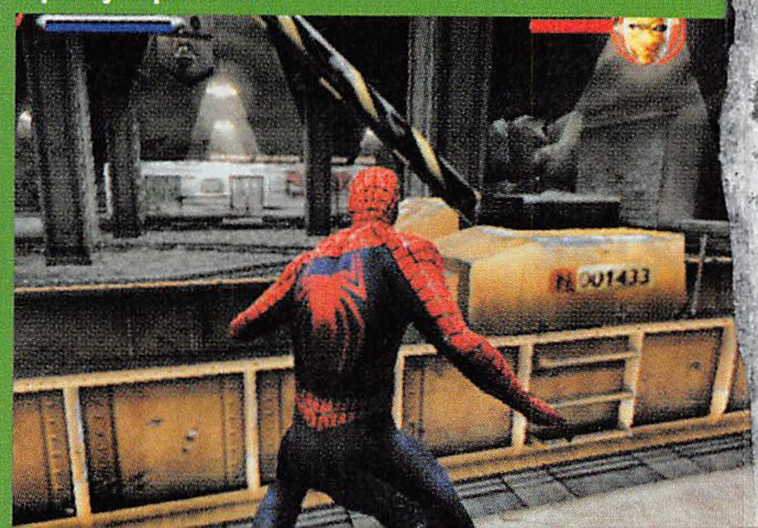


▲ One of the major battles involves you and the Vulture hundreds of feet above the streets.

the BUZZ

Spider-Man **titles have always been very enjoyable, with great casts of characters. This sequel should continue that.**

▼ The amount of detail in the Spider-Man model is pretty impressive.



DIGIMON®
Digital Monsters

Cute, Cuddly, and Ready to Rumble!

RUMBLE ARENA™

Play as one of your favorite Digimon! Featuring a cast of characters from all 3 seasons of the popular "Digimon: Digital Monsters" TV series!

Use each Digimon's special powers and attacks to advance through multiple levels and past challenging obstacles in this Digimon competition!

Classic Fighting Action for 1 or 2 Players!

Surprising Mini Games Add to the Fun!

EVERYONE
E
CONTENT RATED BY ESRB

Violence

PlayStation®

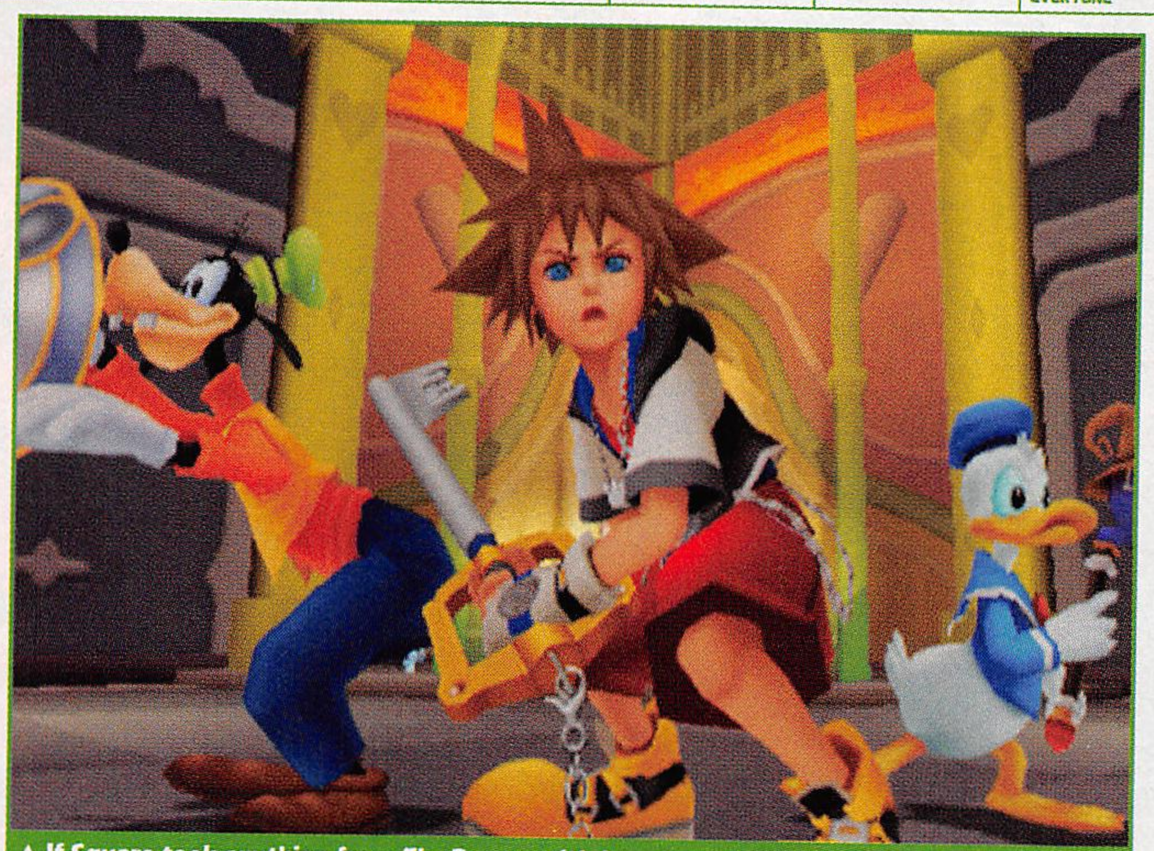
BANDAI®

www.bandaigames.com

© Akiyoshi Hongo • Toei Animation, TM & © 2001 Bandai America Incorporated. All Rights Reserved. DIGIMON, DIGITAL MONSTERS, and all related logos, names, and distinctive likenesses thereof are the property of Bandai/Toei Animation. Used under license by Bandai America Incorporated. All Rights Revserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
SQUARE	SQUARE	FALL	ACTION/RPG	1	EVERYONE

PS2 PERCENT COMPLETE 50%



▲ If Square took anything from *The Bouncer*, it's how to make great real-time cinemas.

PLATFORM PLAY-ALIKE

If the *FF* games aren't your thing, don't worry — *Kingdom Hearts* will be a very hands-on RPG. Sora will have all sorts of platform game-style moves to get around the game's world.

▲ Whether climbing, hanging, or running, each animation adjusts to Sora's surroundings.

KINGDOM HEARTS

Square and Disney's team-up title eyes the action RPG crown

With a few exceptions, Disney games have never been taken too seriously by hardcore gamers. Square is hoping to change all that with *Kingdom Hearts*, a game that fuses role-playing with trademark Disney charm.

While the three main characters — Sora, Riku, and Kairi — are original Square creations (but will become official Disney characters in Japan), most of the game will take place within worlds based on Disney's most popular films. Starting off in a new venue called Destiny Islands, the adventure will span settings from *Tarzan, Aladdin*, and *The Little Mermaid*. What's better: the lead characters of these films will battle alongside players within their particular world, and the bosses will be the film's villains, as well as new bad guys called "The Heartless".

Classic characters, including Goofy and Donald Duck, will also aid Sora and his friends. There will even be appearances by Square heroes, such as Tidus and Wakka from *FFX*.

Moving around the game's worlds will involve lots of climbing, jumping, and other platform game elements, while fighting will play out in real time with light RPG trimmings.

Kingdom Hearts is already looking like a Disney film come to life. It'll hit these shores this fall, so expect more details as they emerge.

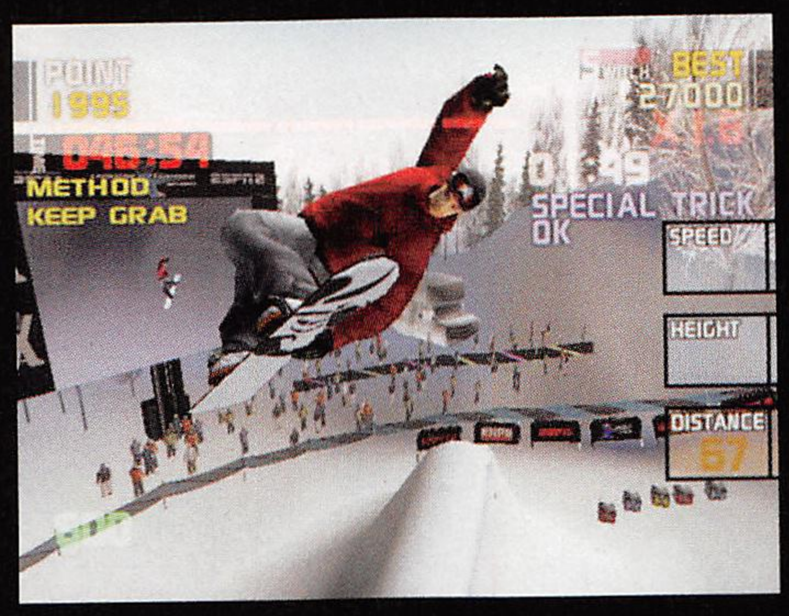
▶ **Randy Nelson**

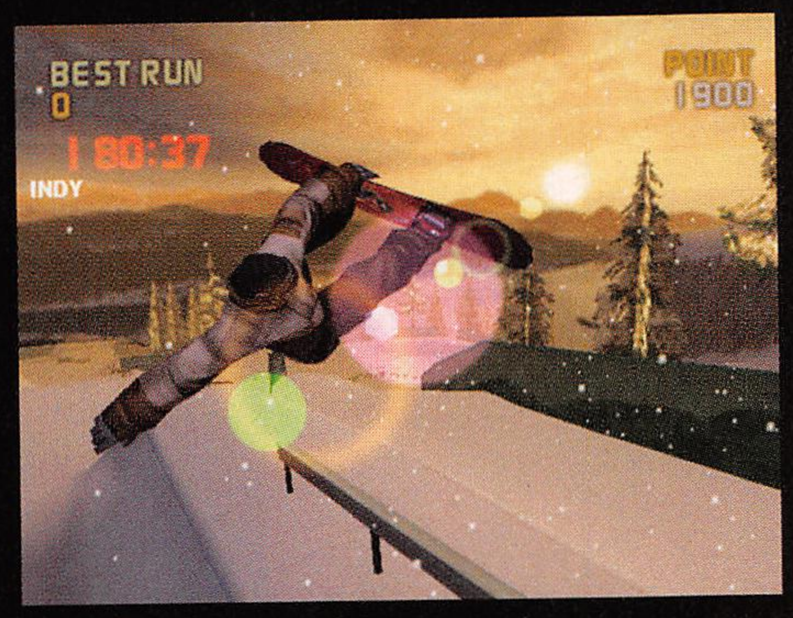
the BUZZ

It's not your usual RPG, and after so many by-the-books titles on PS2, that could be a very good thing.

▲ The battle party can be comprised of up to three characters — one controlled by the player, the other two by the CPU. Combat itself is entirely in real time with free movement.

▼ Sora will be able to summon characters, such as Dumbo, who can be ridden while attacking.





FEEL THE THRILL WITHOUT THE FROSTBITE.

PRODUCTS RANGE FROM EVERYONE TO TEEN
E-T
CONTENT RATED BY ESRB

Mild Lyrics
Suggestive Themes

pro-rider
JP WALKER

Winter X Games Snowboarding 2002 keeps you riding with over 20 multi-level courses filled with pipes, jibs, and insane terrain. You select from 13 real pro-riders and compete against the best. Create your own rider with a specific appearance, physical attributes and equipment. Then take your skills to locations around the world for filming, heli-boarding and Winter X Games competitions in your own professional pursuit.

winter Games snowboarding 2002

PETER LINE, TODD RICHARDS, KEVIN JONES, BJORN LEINES, JP WALKER, DEVUN WALSH, DANNY KASS, RIO TAHARA, TRAVIS PARKER, TINA BASICH, BARRETT CHRISTY, VICTORIA JEALOUSE, & SHANNON DUNN

ESPN the games
GAME BOY ADVANCE
XBOX
PlayStation.2
KONAMI

©2001 Disney. ESPN, ESPN the Games and X Games are trademarks of ESPN, Inc. KONAMI® is a registered trademark of Konami Corporation. ©2001 KONAMI. All Rights Reserved. "PlayStation and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Game Boy Advance is a trademark of Nintendo. ©2001 Nintendo. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft.

two heroes
one hope

Tidus is a star Blitzball player.
Yuna is the daughter of a summoner.

Everything they know lies on the brink of destruction.

No one who joins them will ever be the same.

PlayStation®2

PICK A WORLD
WE'LL TAKE YOU THERE

SQUARESOFT®

FINAL FANTASY X

www.playonline.com Published by Square Electronic Arts L.L.C.

© 2001, 2002 Square Co., Ltd. All rights reserved. FINAL FANTASY and the SQUARESOFT logos are registered trademarks of Square Co., Ltd.
Character design: Tetsuya Nomura. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.
The ratings icon is a trademark of the Interactive Digital Software Association.

TEEN
T
CONTENT RATED BY ESRB

Blood and Violence

MIDWAY

FULLY LOADED!

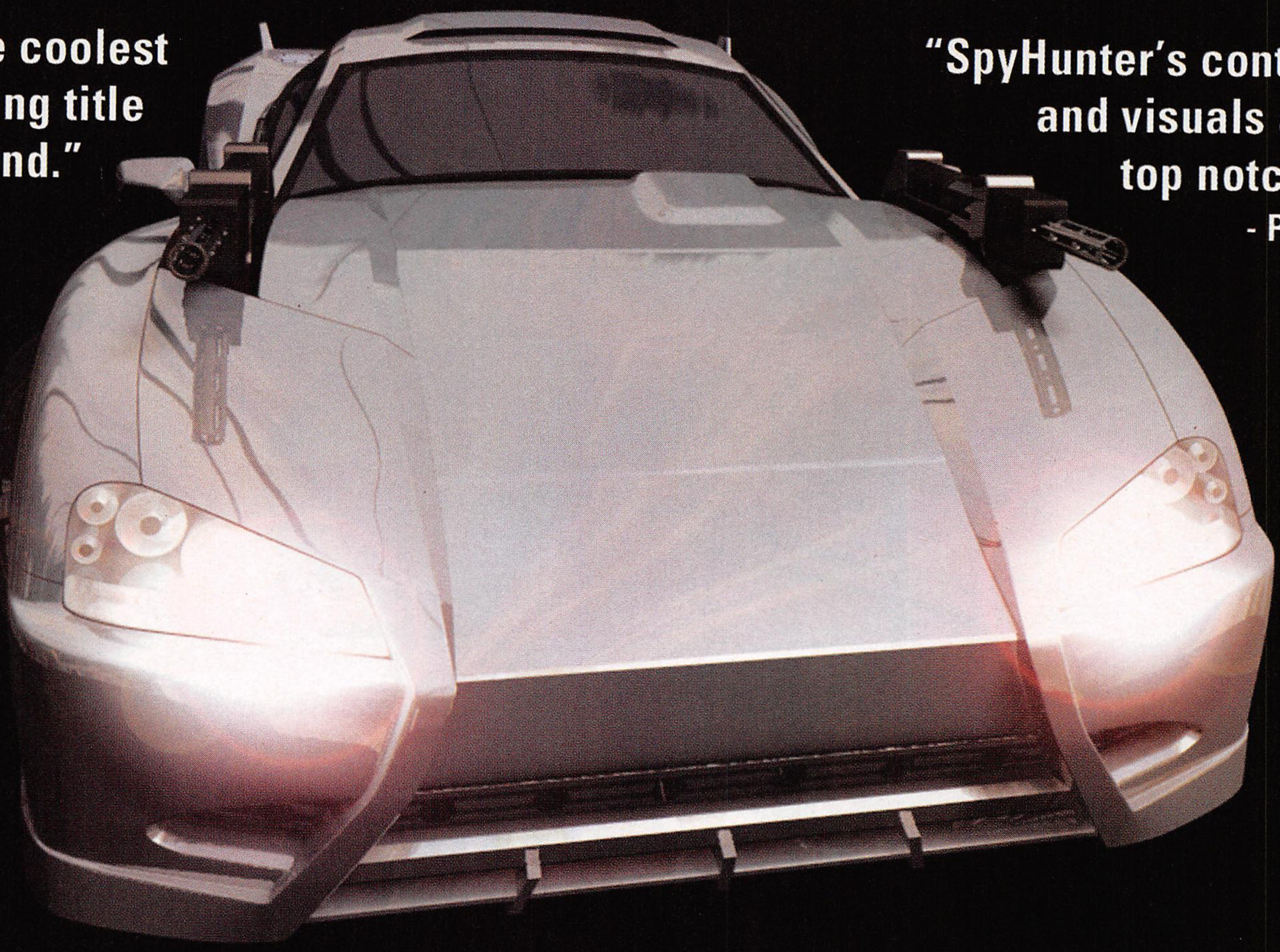
"The addition of 3D, off-road sequences and cool set-pieces make us even more excited about the Xbox version"
- Official Xbox Magazine

"Amazing speed, beautiful graphics and enough vehicular gadgetry to make any GameCube player drool"
- cube.ign.com

"Buy this one now."
-Electronic Gaming Monthly

"The coolest driving title around."
-PSE2

"SpyHunter's control and visuals are top notch."
- PSM



SPY HUNTER®

Top Secret Info at SpyHunter.midway.com

Prepare to be Hunted
MARCH 2002

NINTENDO GAMECUBE™ | XBOX | PlayStation®

AVAILABLE NOW
PlayStation®2

COMING THIS SUMMER
GAME BOY ADVANCE

TEEN
T
CONTENT RATED BY ESRB
Violence

Spy Hunter © 2001 Midway Amusement Games, LLC. All rights reserved. SPY HUNTER, MIDWAY and the Midway logos are trademarks of Midway Amusement Games, LLC. Used by permission. Distributed under license by Midway Home Entertainment Inc. TM, ®, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo © 2001 Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft.

STRATEGY

Tips, guides and cheats that will make you a winner

Contents

92 ▶ Final Fantasy X

82 ▶ Maximo: Ghosts To Glory

85 ▶ Metal Gear Solid 2

94 ▶ CODES

Metal Gear Solid 2

We show you where all the dog tags are hidden and tons more on pg. 85!

TAKE THE PSM CHALLENGE!

RULES: You can't send an entry for each challenge. If you cheat or use codes, you'll be disqualified. The final letter for the contest will be accepted on March 1. If there are multiple winners, the final winner will be decided by the best paragraph that explains why you're the winner. Send a picture or a videotape (sorry, but we can't return them) and a short paragraph explaining why you're the winner. Sorry, no e-mail entries!

SEND YOUR ENTRIES TO: PSM February Challenge # (the challenge you're entering), c/o Imagine Media, 150 North Hill Drive, Brisbane, CA 94005.

CHALLENGE #1: Gitaroo Man

Simply complete the game and photograph or videotape the title screen with Master Play on it.

CHALLENGE #2: Maximo: Ghosts To Glory

Get 100% completion in the graveyard area of Maximo (the first area) and photograph or videotape the screen of each level showing that you've mastered it.

CHALLENGE #3: Metal Gear Solid 2

Beat the game on Extreme without killing anyone. Simply send in the code that you receive at the end of the game as proof. Please type it on a computer to eliminate any confusion. Tokoya's done it!

CHALLENGE WINNERS for the November issue:

DEVIL MAY CRY	Jacob Wragge of Omaha, NE
SILENT HILL 2	Robert Birch of Ontario, Canada
EXTERMINATION	Christopher Ramos of Palmdale, CA

THIS MONTH'S PRIZE PACKAGE:

Baldur's Gate Game

Baldur's Gate Framed Character Image

Large Metal Gear Solid 2 Poster

MAXIMO: GHOSTS TO GLORY

Secrets And Boss Tips

Here are some strategies for the bosses, as well as all of the secrets for the first area of the game. Now get out there and scare some ghosts!

TREASURE CHESTS AND SECRETS

Keep in mind that in order to get 100% for each level, you must destroy every enemy and collect every single coin, as well as find all of the chests. So, if you get 96% on a level, and are certain you've gotten every chest, you probably missed a coin or enemy.

LEVEL 1 | GRAVE DANGER

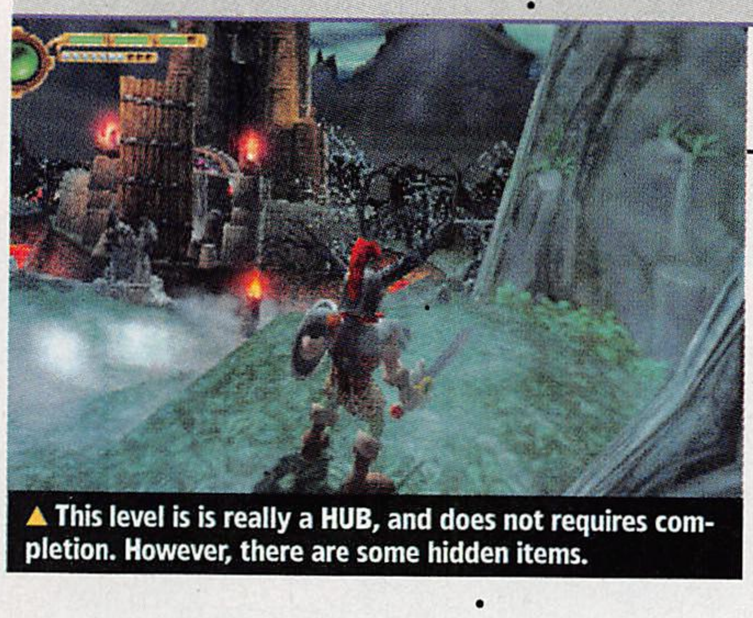
▲ This level is fairly basic, and easy to master. Just make sure you kill everything that gets in your way and then some.

TREASURE CHESTS

1. Right at the beginning, turn left. Just to the left of the tree, jump around. A chest will appear.
2. Right before you get to the first gate, and right after the check point, there is a large tree. Jump in front of it to get a diamond.
3. Before the first pillar shooting out purple skulls, and right after the last lava gap, there is a tree on the left. On its right side, you'll find a chest.
4. Before the first pillar, and just after you jump the lava gap, there is a tree to the left. To the left of the tree is a hidden chest.
5. Just after the last pillar shooting purple skulls, and in front and to the left of the next stone fence without a gate, jump.
6. Right after the scene where the bridge breaks, and in the gray field full of skeleton hands, go to the rock next to the tree. Jump on it to reveal a chest.

SECRETS

1. To the left of the first platform you jump to in the beginning, there is a small tree with a pouch of gold behind it.
2. Right after the first gap with lava, and just past where the ghost appears, there is a ramp leading above the gate containing items. You'll notice that there's an odd looking wall. Smash it. Then downward slash the coffin.
3. Just after #1, and next to path that contains three chests, one of which is a trap, there is a conspicuous tree atop a hill. Jump on the tomb stones in front of it, and jump up to get there. Jump in front of the tree to get a treasure.
4. Right after #2, you'll encounter another gap of lava. Jump down and to the right to discover a hidden path.



▲ This level is is really a HUB, and does not requires completion. However, there are some hidden items.

LEVEL 2 | THE TOMB TOWER (HUB)

TREASURES

1. Right in the beginning, just in front of the tree, jump around to reveal a chest.
2. After you cross the bridge after the Dead Heat pillar, there is a tree on the right. Jump around behind it to reveal a chest.

SECRETS

1. Just after the Dead Heat stone, and to the right, is a path going up. There you will find a switch that unlocks a gate towards the beginning of the level.

▲ Frankenstein might be the first boss, but he is quite tough.

BOSSES

Here are some tips to beat all of the bosses. Some are much easier than others, so good luck with the tough ones.

Boss 1

Stay at a distance and avoid his sweeping attacks. When you see an opening, do a downward stab into his foot. When he gets dizzy, stab his foot again, and he will fall. Now jump and slash his head to do damage. When he rises, run away, and then return to him as soon as he is completely standing to repeat the process.

Boss 2

Crouch and slash the voodoo dolls he sends to attack you. When he splits into multiple copies of himself, destroy all of those before he has the chance to rejoin the parts. Each time more copies will appear, so be careful and quick.

Boss 3

Try to stay close, since if you're too far away, he'll shoot you. If he does his spin attack, move away from him. Lead this pirate to an open grate in the ground. When he's over one, stop and cause his anchor to get stuck in the ground — just dodge it when he

LEVEL 3 | DEAD HEAT

TREASURE CHESTS

1. Go through the gate that is behind the starting point of this level. Make a right, and jump around the left side of this tree to reveal treasure.
2. On the platform straight ahead from the Structure with a bell on top, there is a treasure.
3. To the right of the tree just before the first checkpoint, there is a hidden chest.
4. The first pillar shooting skulls that you encounter has a chest to the right of it.
5. Just after you enter the gate after the lava section, check the first structure — the one with its back to you. Jump around to reveal a chest.
6. After you enter the second set of gates after the mausoleums, there is a small tree to the left. In the back of it is a chest. Be sure to check behind all doors for 100% completion.

SECRETS

1. At the beginning, turn around and destroy the Frankenstein window. Jump through for treasure.
2. After the checkpoint on the first large platform, you'll find a structure. Bust the Frankenstein window for treasure.
3. Check the coffins by doing your diving attack to find hidden items.
4. There are some enemies behind the structure containing the pillar that lets you leave the level. Kill them for completion.

▲ The secrets in this level are much easy to find, but the level itself is tough.

LEVEL 4 | COFFIN CANYON

TREASURE CHESTS

1. The first tree you encounter will be on the left. Jump around it to reveal a chest.
2. Behind the tree after the first check point, and just before the pillars shooting purple skulls, jump around to get a treasure chest.
3. After the second checkpoint, there will be a tree. Jump behind it to reveal a chest.
4. At the end, past the last gated part, there's a tree on the right. Jump to the right of it to reveal a chest.
5. On the platform right before you jump to the pillar that ends the level, there is a chest. When you jump to this platform, a coffin with a skeleton will appear. As soon as you kill it, jump around the spot where the skeleton appeared, and a chest will rise.

▲ Since it is quite large, there are many nooks and crannies to explore.

SECRETS

1. Just before you enter the narrow path blocked by a pillar shooting purple skulls, look to the left of the entrance. Jump on that platform, and then jump across to the next. You'll find a chest on the top.
2. In the small structure on the right, there is a pane glass window with a Frankenstein creature on it. Bust it and go through it to find a chest.

▲ This level isn't tough, but like 4, there are many little areas to explore.

LEVEL 5 | BAD TO THE BONE

TREASURE

1. The first tree that you encounter will be on the right before the lava pit. To the right of it, you'll find a chest.
2. Behind the first check point there is a tombstone. Behind the tombstone is a hidden chest.
3. To the left of the bridge in the last part, and behind the thing that says "Mystery Coins," there is a hidden chest.
4. Jump around behind the waterfall in the last area to reveal another chest.
5. Just in front of the wizard who turns you into a baby, and to the left of the closest tree, there is another hidden chest.

SECRETS

1. At the top, there is a coffin you must bust through to get through the level. However, to the left is a fence, behind which there is an extra-life heart. To get to this platform, you must double jump around the ledge to the far left. Go around the fence and safely land on the platform on the other side.
2. In the last part, just before the bridge with a bird sitting next to it, turn left. There is a strange boulder on the stone wall. Smash it to reveal a secret passage.

swings it. Now, slash him, which will cause his peg-leg to get wedged in the grate. Finally, crouch and slash his peg leg to deal damage. Repeat process until he is dead.

Boss 4

Remain at a distance and refrain from moving until you know where his green spit will land. When he stops, run at him. He will ready himself to breathe fire. Jump at an angle to avoid getting burned, and then slash him in the rear. After you hit him, he'll slam the ground and cause a ring of fire to appear. Jump to avoid it. Just before you beat him, a blade will appear. Simply jump to avoid it, while doing the previous stuff to finish him off.

Boss 5

He'll put up a force field with a power-up on it. If you hit him with that power-up, his force field will break. At this point, run up to him and slash him twice. Otherwise, wait until the field disappears. He'll also summon the head of a ghost; it will shoot lasers from the periphery. Stay in the middle to avoid them, but remember to avoid the boss's exploding crowns. Eventually, his staff will break, and he'll attack you with blades. Just avoid the slashes, and go in close to attack him to finish him off. Finally, don't forget to dodge the spirit energy that shoots from the ceiling.

Final Boss

Follow the boss's glowing eyes, and run up and confront it whenever you can catch up to it. Jump and slash, and then run away. Repeat the process until it is dead.

PlayStation 2

First

W Namco St

Ten modes of play. Go on a mission in story mode. Or just get tricky.

Hidden areas. Hidden boarders. Find them if you've got the skills.

Insane new tricks. Obscene amount of air.

airblade™

ANTI-ESTABLISHMENT. ANTI-CORPORATE. ANTI-GRAVITY. The next evolution of boarding is here. No wheels. No snow. No surf. Just air, air and more air. See ya when you finally come down.

TEEN T CONTENT RATED BY ESRB

Mild Violence
Mild Language

SONY COMPUTER ENTERTAINMENT

Criterion GAMES

namco®

WWW.NAMCO.COM

Developed by Criterion Software Limited and published in North America by Namco Hometek Inc. under license from Sony Computer Entertainment Europe © 2001 SCEE. The Sony Computer Entertainment logo is a registered trademark of Sony Corporation. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.

METAL GEAR SOLID 2

Dog Tags And Other Secrets

Here is the general Location of every Dog Tag in *MGS2*, as well as the rewards. Also, we've provided some further hints and secrets you may not have found yet. Enjoy!

DOG TAG LOCATIONS

TANKER

Very Easy

▲ Check the menus to be certain of the tags that you've obtained. If you must, save your game and come here to check your tag inventory.

000	Navigational Deck, Wing
001-003	Aft Deck
004	Navigational Deck, Wing
005	Deck-A, Crew's Quarters
006	Deck-B, Crew's Quarters
007-009	Deck-A, Crew's Lounge
010, 011	Deck-D, Crew's Quarters
012-014	Deck2, Port
015-019	Engine Room

Easy

▲ Press the action button while using a camera to verify whether you've received a tag.

000	Navigational Deck, Wing
001-003	Aft Deck
004	Navigational Deck, Wing
005	Deck-C, Crew's Quarters
006	Deck-A, Crew's Quarters
007, 008	Deck-B, Crew's Quarters
009-011	Deck-A, Crew's Lounge
012-015	Deck-D, Crew's Quarters
016-018	Deck2, Port
019-025	Engine Room

Normal

000	Navigational Deck, Wing
001-003	Aft Deck
004	Navigational Deck, Wing
005	Deck-A, Crew's Quarters
006	Deck-B, Crew's Quarters
007-009	Deck-A, Crew's Lounge
010, 011	Deck-D, Crew's Quarters
012-014	Deck2, Port
015-020	Engine Room

Hard

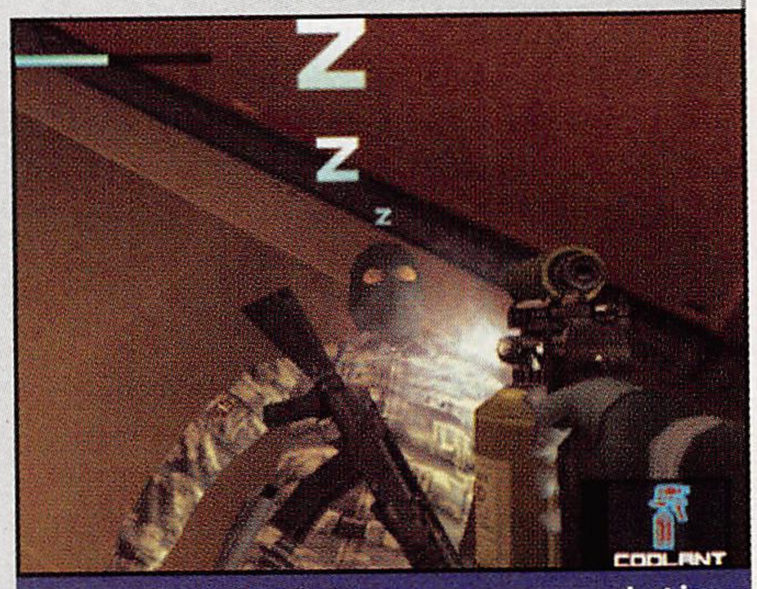
000	Navigational Deck, Wing
001-003	Aft Deck
004	Navigational Deck, Wing
005	Deck-C, Crew's Quarters
006	Deck-A, Crew's Quarters
007, 008	Deck-B, Crew's Quarters
009-011	Deck-A, Crew's Lounge
012-015	Deck-D, Crew's Quarters
016-018	Deck2, Port
019-025	Engine Room

Extreme

000	Navigational Deck, Wing
001-003	Aft Deck
004	Navigational Deck, Wing
005	Deck-C, Crew's Quarters
006	Deck-A, Crew's Quarters
007, 008	Deck-B, Crew's Quarters
009-011	Deck-A, Crew's Lounge
012-015	Deck-D, Crew's Quarters
016-018	Deck2, Port
019-025	Engine Room

BIG SHELL FACILITY

Very Easy



▲ If you already knocked someone out, spray coolant in his face to wake him up and get the tag.

000	Arsenal Gear - Ascending Colon
001, 002	Strut A Deep Sea Dock
003	Strut A Roof
004, 005	Strut A Pump Room
006, 007	AB Connecting Bridge
008, 009	Strut B Transformer Room
010	BC Connecting Bridge
011, 012	Strut C Dining Hall
013, 014	CD Connecting Bridge
015, 016	Strut D Sediment Pool
017, 018	DE Connecting Bridge
019, 020	Strut E Parcel Room
021, 022	Strut E Heliport
023, 024	Strut F Warehouse
025	FA Connecting Bridge
026-028	Shell 1 Core, 1F
029-031	Shell 1 Core, B1
032-035	Shell 1 Core, B2 Computer Room
036	KL Connecting Bridge
037, 038	Strut L Sewage Treatment Facility

039-041 Shell 2 Core, 1F Air Purification Room
042 Strut E Heliport

Easy

▲ In some cases, like this one, enemies only appear once and then leave, so be sure to get these tags.

000 Arsenal Gear - Ascending Colon
001, 002 Strut A Deep Sea Dock
003 Strut A Roof
004, 005 Strut A Pump Room
006, 007 AB Connecting Bridge
008, 009 Strut B Transformer Room
010 BC Connecting Bridge
011, 012 Strut C Dining Hall
013, 014 CD Connecting Bridge
015-017 Strut D Sediment Pool
018, 019 DE Connecting Bridge
020, 021 Strut E Parcel Room
022, 023 Strut E Heliport
024-026 Strut F Warehouse
027 FA Connecting Bridge
028-030 Shell 1 Core, 1F
031-033 Shell 1 Core, B1
034-037 Shell 1 Core, B2 Computer Room
038 KL Connecting Bridge
039, 040 Strut L Sewage Treatment Facility
041-043 Shell 2 Core, 1F Air Purification Room
044 Strut E Heliport

Normal

000 Arsenal Gear - Ascending Colon
001 Strut A Roof
002, 003 Strut A Pump Room
004, 005 AB Connecting Bridge
006, 007 Strut B Transformer Room
008 BC Connecting Bridge
009, 010 Strut C Dining Hall
011, 012 CD Connecting Bridge
013-015 Strut D Sediment Pool
016, 017 DE Connecting Bridge
018-020 Strut E Parcel Room
021-023 Strut E Heliport
024-026 Strut F Warehouse
027 FA Connecting Bridge
028-031 Shell 1 Core, 1F
032-034 Shell 1 Core, B1
035-038 Shell 1 Core, B2 Computer Room
039 KL Connecting Bridge
040, 041 Strut L Sewage Treatment Facility
042-047 Shell 2 Core, 1F Air Purification Room
048 Strut E Heliport

Hard

000 Arsenal Gear - Ascending Colon
001 Strut A Roof
002, 003 Strut A Pump Room
004, 005 AB Connecting Bridge
006, 007 Strut B Transformer Room
008 BC Connecting Bridge
009, 010 Strut C Dining Hall
011, 012 CD Connecting Bridge
013-016 Strut D Sediment Pool
017, 018 DE Connecting Bridge
019-022 Strut E Parcel Room
023-025 Strut E Heliport
026-029 Strut F Warehouse
030 FA Connecting Bridge
031-034 Shell 1 Core, 1F
035-037 Shell 1 Core, B1
038-041 Shell 1 Core, B2 Computer Room
042 KL Connecting Bridge
043, 044 Strut L Sewage Treatment Facility
045-050 Shell 2 Core, 1F Air Purification Room
051 Strut E Heliport

Extreme

000 Arsenal Gear - Ascending Colon
001 Strut A Roof
002, 003 Strut A Pump Room
004, 005 AB Connecting Bridge
006, 007 Strut B Transformer Room
008 BC Connecting Bridge
009, 010 Strut C Dining Hall
011, 012 CD Connecting Bridge
013-016 Strut D Sediment Pool
017, 018 DE Connecting Bridge
019-023 Strut E Parcel Room
024-026 Strut E Heliport
027-031 Strut F Warehouse
032 FA Connecting Bridge
033-036 Shell 1 Core, 1F
037-039 Shell 1 Core, B1
040-043 Shell 1 Core, B2 Computer Room
044 KL Connecting Bridge
045, 046 Strut L Sewage Treatment Facility
047-052 Shell 2 Core, 1F Air Purification Room
053 Strut E Heliport

REWARDS FOR DOG TAGS

BANDANA
Equipping this item will give you infinite ammo. Beat the game and collect about 30 Dog Tags to access this item. This is only available in the Tanker.

STEALTH
Obviously equipping this item will make you invisible to everyone. If you collect 60 or more Tags for the Tanker, you will get it. You need about 120 to get it in the Plant section.

BLUE WIG
Collect every Dog Tag and you will get this wig, which gives you infinite oxygen. This is also only available in the Plant section.

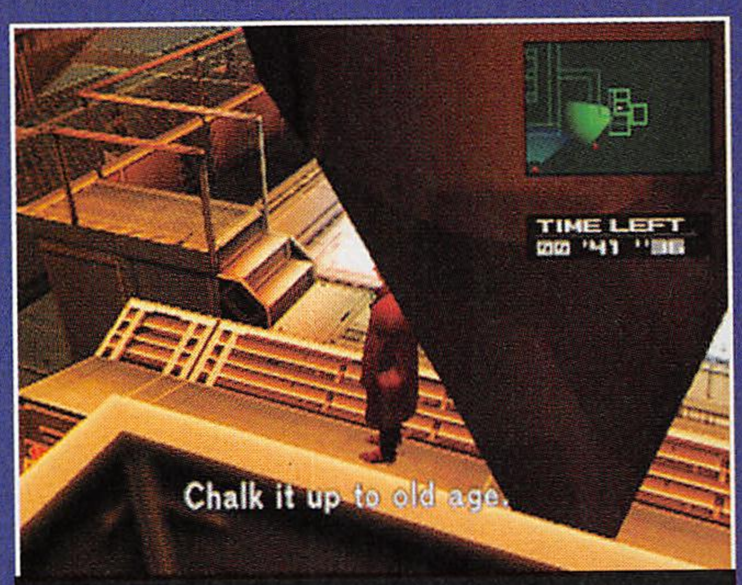
ORANGE WIG
Collect about 150 Dog Tags and you will get this wig. It allows you to have an infinite grip meter in the Plant stage.

BROWN WIG
This allows you to have infinite ammo for the Plant section only. Access it by collecting 80 Tags.

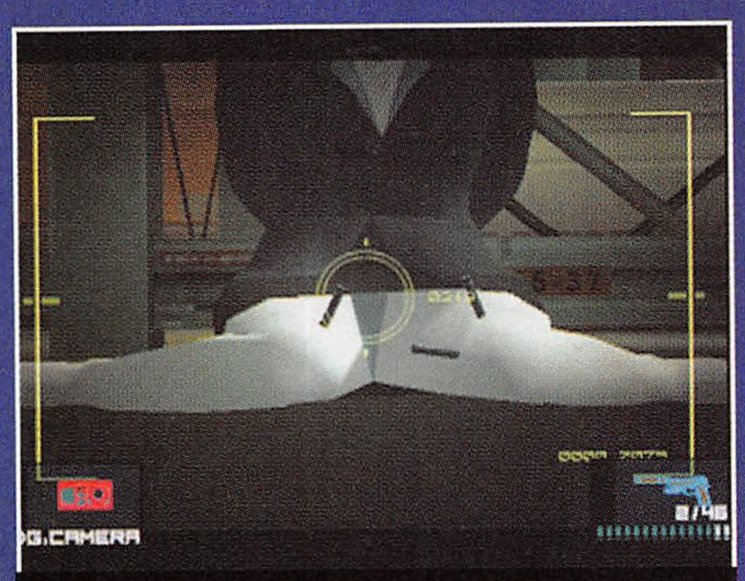
OTHER SECRETS AND TIPS

▲ FHM gives you time to see the statue under the desk.

▲ The bird has some useful info. Antagonize it for fun.



▲ Ocelot is hiding here. Take a picture for some humor.



▲ Oh yeah! Duffman can see panties! OOOOH YEAHHH!

CAMERA SURVEILLANCE
If you equip the Digital Camera, Camera, or Scope and press the action button while pointing it at a guard, the guard's name will appear, if you've collected his Tag.

MERYL
After defeating Olga, go into first-person view and look at her. Call Otacon and Snake will comment about Tomboys, obviously referring to Meryl. Also, when you encounter Snake in the Plant section, keep calling him on the Codec when he sleeps. He will eventually have a nightmare, and mention Meryl.

MEI LING
Repeatedly save until you have listened to everything that Otacon has to say. Now, Mei Ling will appear.

VULCAN RAVEN DOLL
Shoot the Vulcan Raven doll to cause him to fire pebbles from his gun.

VULCAN RAVEN PICTURE
Sending Otacon the Raven picture will cause him to question your sexuality.

PIPE DREAMS
In Deck2, Port, run towards the guard coming at you. Enter the third room on the right and press up against the wall in the upper left-hand corner. When the guard is approaching, peek from the corner. The pipe should fall after that, and a cinema will be initiated.

OTACON REACTIONS
If you take pictures with the camera of various things, Otacon will give you funny reactions when he must look at them at the end of the Tanker level. Some of these photos include Olga, the toy Vulcan Raven, and the posters.

GUARDS IN BOXERS
Once you complete the game, play it again. This time all of the marines in the last part of the Tanker area will be wearing Boxers!

PROJECTOR MANIA
Once in Hold 2, press the action button while next to the movie projectors. This will cause the marines to look in different directions. Keep doing this for a bit for weird results.

KOJIMA
In Hold 2, take a picture of the screen on the right, and it will be Kojima! If it doesn't happen after the first time, keep doing taking pictures a few more times. We're curious to know whether there are more "ghostly" pictures such as these in the game.

ALTERNATE TANKER ROUTE
When you get the Level 2 Grip, go to Hold 1. Climb the ladder on the right side and flip over the edge. Make your way over to the end, and flip back up through the door. Do the same in the second hold. You should end up above everyone in the final hold.

SECRET OCELOT
When you enter the first Hold in the Tanker area, go to the left, and open the hatch there. Crawl into it and take it nearly all the way to the third Hold. Instead of going to the end, make a left down a vent. You should end up on a platform that has a pole next to it. Now, be sure not have your weapon drawn. On the bottom and to the left, you can see Ocelot! Try getting a picture with your camera.

STEALTHY
While in stealth, shoot or punch a guard while a few others are around. Sometimes he blames the other guard, instead of calling for help.

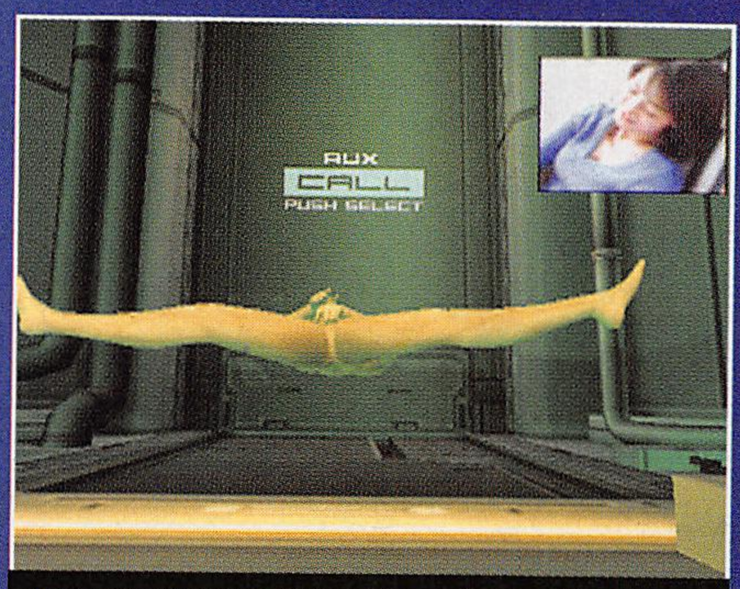
KOJIMA
When you can enter your name in the second area, put in "Hideo Kojima" to reveal his information, such as blood type.

BIRTHDAY CONGRATS
If you put in the present date as your birthday in the Tanker section, you'll get a surprise.

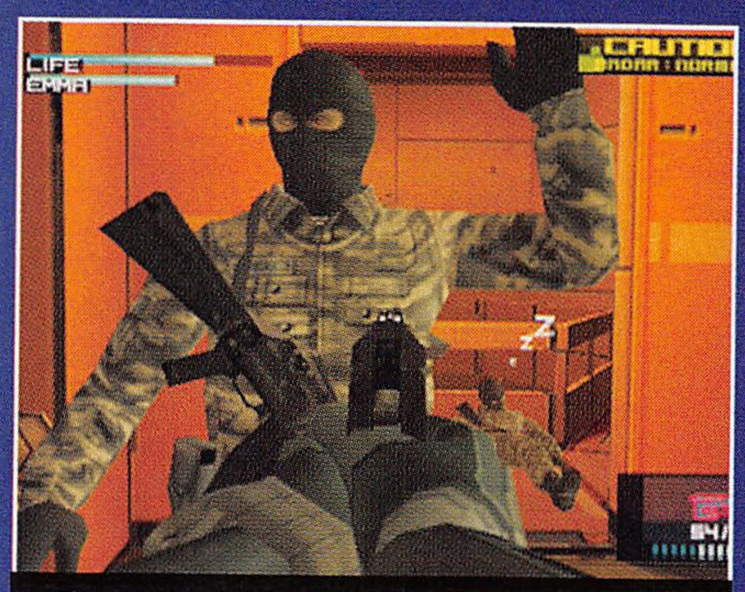
SLEEPING SNAKE
Aim at Snake while he's sleeping for some fun messages.

WHOA, VAMP!
If you call Pliskin enough on the Codec, he will eventually reveal information suggesting an interesting relationship with Vamp. He will also talk about a relationship with Fortune.

THE BOX
Call Snake while in the box to listen to some weird message.

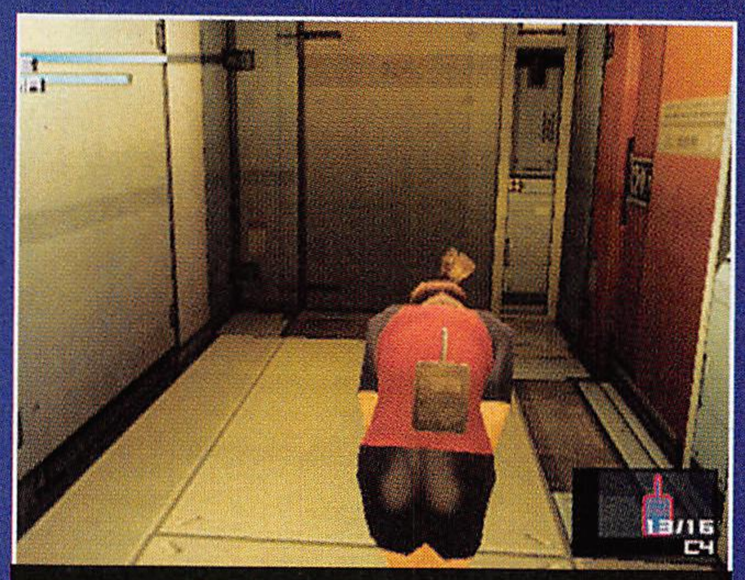


▲ It's nasty, but the chick on the map screen likes it.



▲ Try shooting a guard's arm and leg for fun.

▲ It's true. The almighty Tokoya is in *MGS2!*



▲ Strapping C4 to her back is fun, but will end the game.

GUARD MANIA

1. Hold up a guard and shoot both of his hands and one leg. Sick, but fun!
2. Hold a guard up with one of your big weapons, such as the Stinger or RGB8. They will supposedly pee themselves.
3. Shoot a guard who is near an edge and watch him fall over.
4. In the main part of the Engine Room there is a guard that stands in front of the entrance. Punch him to knock him over the rail. If timed correctly, he will land on another guard bellow.
5. Once you get the Stealth Suit, hold up a guard where there is a second guard who will see you. A funny sequence of events will ensue.
6. If you're spotted, equip your most powerful weapon. Sometimes the enemies will run the other way if they are alone.

STILLMAN

After he locks himself inside the pantry, keep pestering him. If you talk to him about eight times, he will react with some funny lines.

BREAK-UP

If you kill enough birds, or fight the hostages, Rose will dump you!

MYSTERIOUS WALKING BOX

After meeting Stillman, go north instead of south to diffuse bombs. You can see somebody crawling in a box across the bridge.

BUG ATTACK

If you lie down on the bugs, they will get on you and start eating your rations. Press L2 to shake them off.

BUG GUTS

Find a place crawling with bugs and throw a grenade into the middle. Now, get your camera ready and look at them. Bug stew!

POTTY TALK

Call Campbell while looking in the urinal of the men's restroom. It may take a few times, but Campbell will give you a message. Use Codec from women's restroom for some funny messages.

THE FATMAN

If you watch Fatman in first-person while he is playing with the Seagulls, sometimes one will land on his neck and peck him.

BOX USES

Hop onto the conveyor in the east side of Strut E Parcel Room, and equip one of your cardboard boxes. The box that you choose will determine where the conveyor will take you. For Example, The Zone of the Enders box will take you to a small room below that contains the Digital Camera.

AK SUPPRESSOR

After defeating the Harrier, you will find this item on the other side of the bridge. Remember to use Coolant to extinguish the fires.

FLOATING FUN

In the underwater areas, go to the southern part of the west corridor. Surface and you'll see a rubber duck. There is also a second Vulcan Raven Doll in the last area of Chamber 1.

HIDDEN MAGS

The are various hidden mags throughout Shell 1 Core B2. Punch the doors off their hinges, and the books will appear.

PARROT EAVESDROPPING

If you shoot at it, or spray coolant at it, the parrot will say funny stuff; be warned, however: if the guards are close by, they will go into alert mode. Also, two guards stop to speak with each other in the upper area of the room. If you wait until they're finished talking, and return to the parrot (in first-person view), it will reveal their conversation.

MAGAZINE FRENZY

On B1 of Shell 2, take out each guard. Once you've done this, point your gun at the parrot. He will give hints about the tops of the lockers. Go to the locked locker on the left, and you should see a magazine on top. Punch it a bit, and some more magazines will fall out.

EASTER ISLAND STATUES

1. Go to B2 Shell 1 Core. Go to the center of the computer room, and crouch and look in the lower left-hand corner of the desk.
2. When controlling the Nikita missile to the president's room, you'll find another in the vents.
3. This one is in the flooded area.
4. In the upper right closet in the room where you find Emma, you will find a statue. Look out for the Claymore mine. Note that this Statue is seemingly only present in Extreme mode.

PANTY PERVERSION

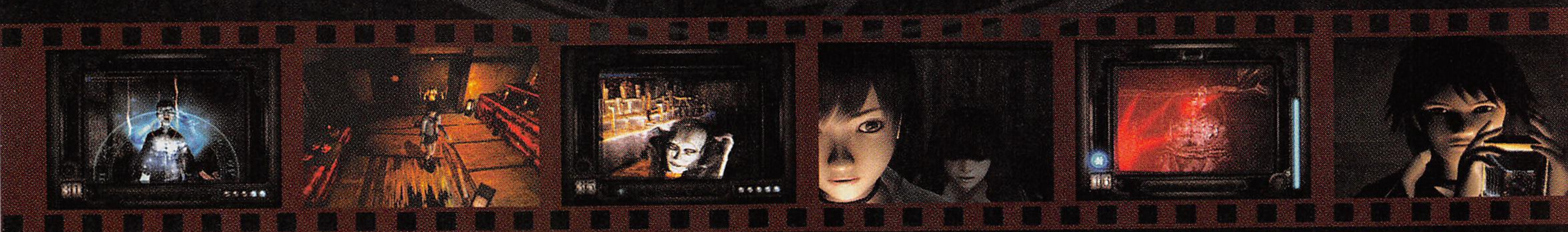
In the hostage area, you will find one woman who is different from the rest. She rests against a table in the upper left-hand corner. If you notice closely, she is constantly opening and closing her legs. If

Terror will reveal itself
frame by frame.

FATAL FRAME™

BASED ON A TRUE STORY.

When Miku enters a haunted house in search of her missing brother, she has no idea the mystery she's about to unravel. Guided by her sixth sense and forced to face supernatural spirits, her only weapon is an antique camera.



Coming Early Spring 2002

RATING PENDING
RP
CONTENT RATED BY ESRB

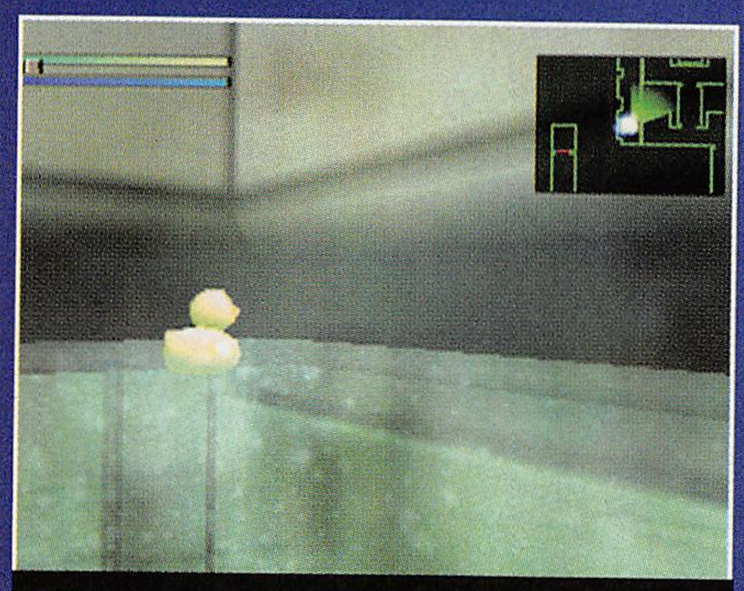
Visit www.esrb.org or call 1-800-771-3772 for more info.

TECMO | 100% GAMES

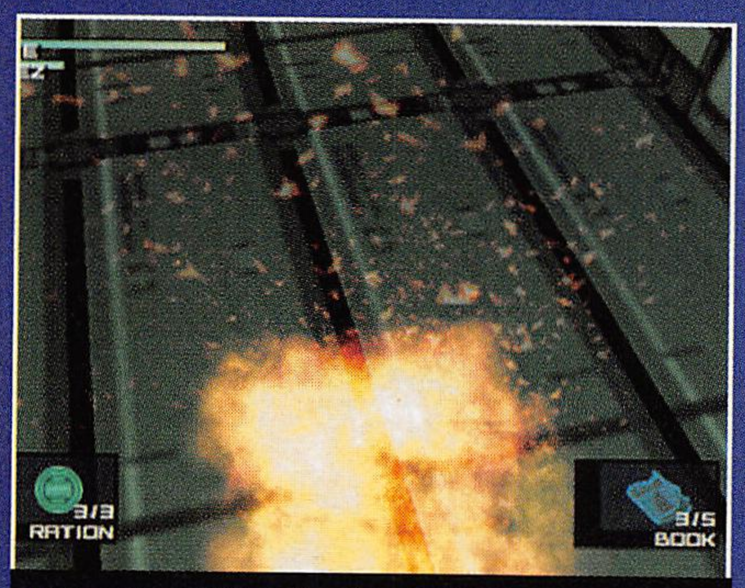
For more information, go to
www.fatalframegame.com

PlayStation.2

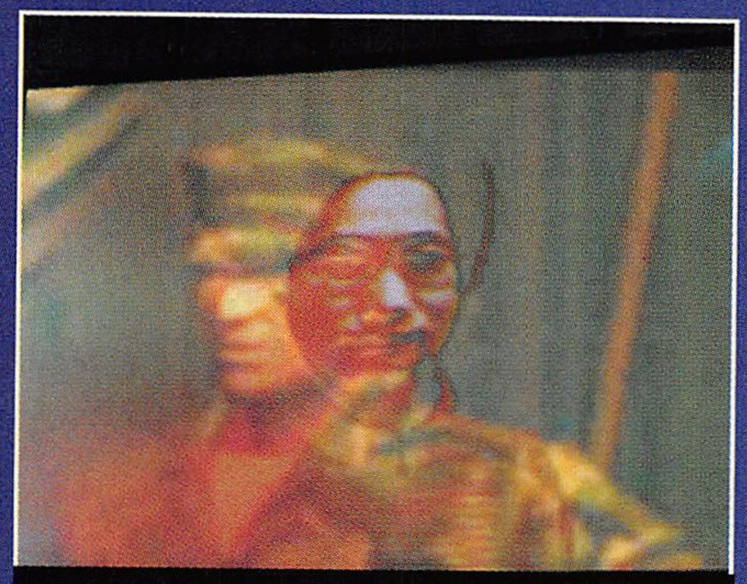
Fatal Frame ™ Tecmo, LTD 2002. Tecmo ® and the Tecmo logo are registered trademarks of Tecmo LTD. Tecmo, Inc. PMB#5553 21213-B Hawthorne Blvd., Torrance, CA 90503 p (310) 944-5005 f (310) 944-3344 "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.



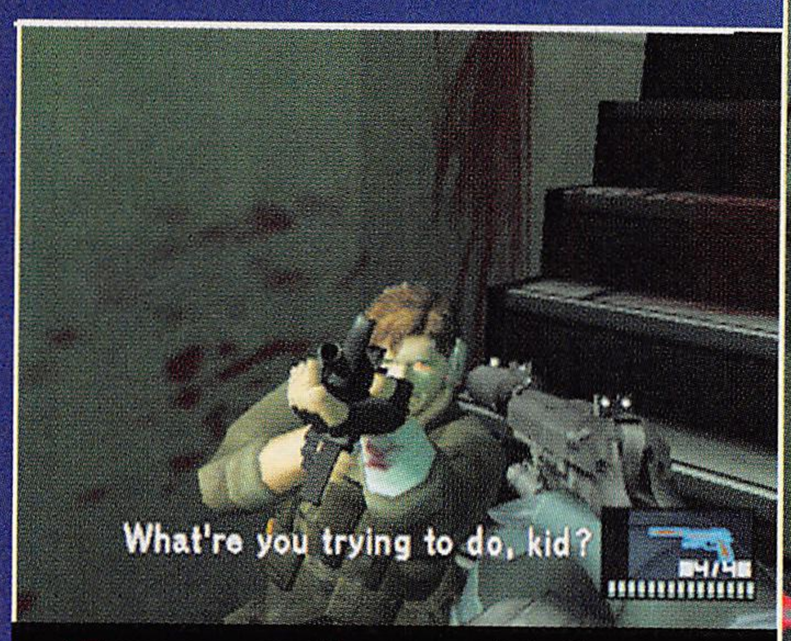
▲ There are secrets hidden everywhere in *MGS2*.



▲ Throwing stuff into the electric field is useless, but fun.



▲ It looks weird, but that is Kojima's face on the screen.



▲ There are so many things you can do in this game, and so many secrets to find.

you try to peak, she will close them. Now, crawl under the table in front of her, and shoot her in the head. Now you can peak up her skirt and take pictures. Also, call the Colonel for an interesting conversation.

ELECTRIC ITEMS

Throw various objects into the electric field on the floor for some interesting results.

EMMA WEIRDNESS

Knock out Emma and lay on top of her. Snake and Ocelot will offer some interesting comments.

FLIP EMMA

Do the Punch combo on Emma, and when she falls to the ground, try doing the flip maneuver. If timed correctly, Ridden will go into the flip animation even though Emma has already fallen to the ground. When Emma gets up, she will flip, as if Ridden was flipping her, although you aren't actually doing anything at that moment.

TORTURE SAFETY

If you're spotted by a guard in Arsenal Gear Jejunum, go back to the torture room, and press up against the table. You will be safe again, and the guard will make an interesting comment.

EMMA COMMENTS

While sniping for Emma, use the directional Mic to hear some funny lines. She will talk about you when she is behind the first oil strut. Also, point it at Snake to hear just how perverted he really is!

RADAR GIRL

While waiting for Snake in the Arsenal Gear Corridor, a video will appear of a chick in the radar screen. However, if you answer your Codec, it will disappear.

SNAKE'S DOG TAG

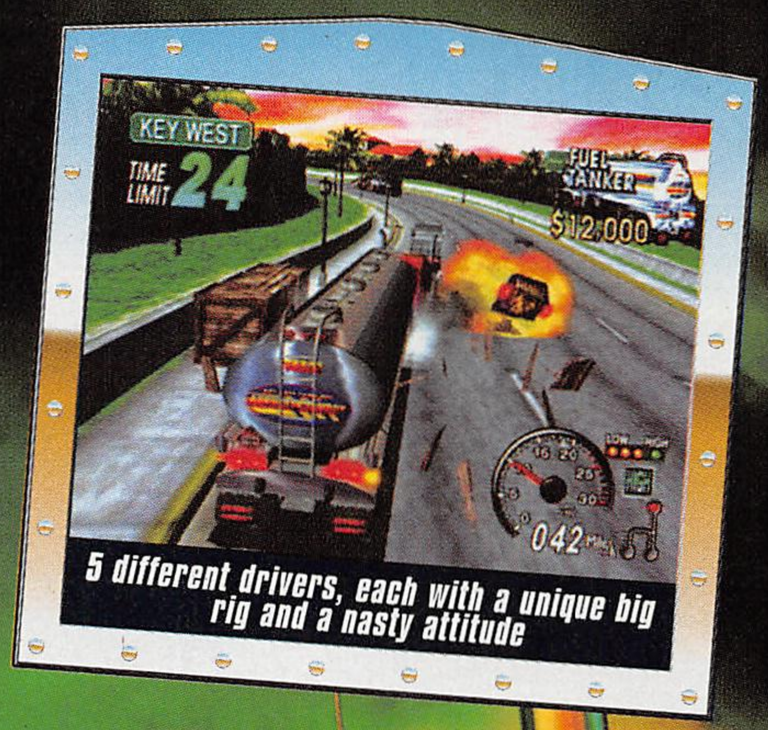
After Snake Gives you the High Frequency Blade and Equipment, knock him out and shake him to get his Dog Tag.

RAIDEN'S DOG TAG

When you complete MGS2, the information inputted in the login Node for Ridden will appear.

THE ARCADE SMASH THUNDERS ONTO PLAYSTATION®2

computer entertainment system



5 different drivers, each with a unique big rig and a nasty attitude

Rough 'n rambling Arcade Mode and tons of twisted trucker mini-games

EIGHTEEN 18 WHEELER WHEELER™

★★★ AMERICAN PRO TRUCKER ★★★

2-player, split-screen "Versus Mode," featuring 4 different raceways

PlayStation 2 SEGA® Acclaim®

acclaim.com

18 Wheeler™ created and produced by SEGA. SEGA and 18 Wheeler: American Pro Trucker are registered trademarks of SEGA Corporation. Original Game © SEGA-AM2 Co LTD./SEGA CORPORATION, 2001. All Rights Reserved. Acclaim® & © 2001 Acclaim Entertainment, Inc. All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

EVERYONE

E

CONTENT RATED BY ESRB

VIOLENCE

FINAL FANTASY X

Secrets And Super Weapons

Here are some more *Final Fantasy X* secrets for you. We have provided the locations for every super weapon, and how to unlock it, as well as a few other tricks. Enjoy!

CUSTOM SUPER WEAPONS AND ARMOR

Be sure to have a weapon or armor with 4 slots open. You can purchase these following items from the boy at the beginning of Macalania Woods, but only after you defeat Seymour inside of Sin.

1. Break Damage Limit

If you equip this ability, you can now deal 99,999 worth of damage! Get 60 dark Matters. Use these and equip it on your weapon. You can also obtain some of this item by beating the Special Battle 1 fights at the Monster Trainer's place.

2. Break HP Limit

With this ability equipped on your armor, you can exceed the maximum number of HP — 9,999. You must obtain 30 Wings of Discovery. Since it will be very difficult to normally exceed this amount, you must use the AP trick in order to gain more HP.

AP Trick

Use ten Doorway to Tomorrows on a weapon to equip the ability Drive to AP, which allows you to build up AP in a fight instead of your Overdrive meter. Now set your Overdrive type to Ally. Go to the Cavern of Stolen Fayth, where you can obtain Yojimbo. Walk around until you encounter the Magic Pot. Cast Haste on the character with the Drive to AP ability. Now just keep defending over and over (press Triangle to Defend). This will take more than a few hours, so I suggest using a controller with a Turbo feature, and taping down the button. You also might want to equip the weapon with Drive to AP on it, with Double Drive and/or Triple drive. This will greatly speed up the process.

Celestial Mirror

To get the Celestial Mirror, you must first acquire the Cloudy Mirror. In the Calm Lands, first get a Chocobo and then go to the feather on the right side of the cliff at the entrance. Once you've jumped across, head up to the next screen and you will find the hidden Remiem Temple. Inside, you will find the Summoner Belgemine. She will challenge you to battle all of the Aeons you've acquired thus far. Now go outside and head left, and you will find a Chocobo. Examine the sphere near the Chocobo and it will explain how you can participate in a Chocobo race. Talk to the Chocobo on the right to begin the race. If you beat the Chocobo, you'll receive the Cloudy Mirror. By itself, the Cloudy Mirror is pretty useless. Now, head to the southern portion of Macalania Woods. You will find a mother standing with her son; talk with them a few times. Then, go right and then north. There will be a small area with some people standing around, one of which is the boy's father. Talk with him, then when he takes off, return to the first area and talk with the mother and father a few times. After this, run up the glowing path to the left. Talk with the son and head north. Now you can charge up the Cloudy Mirror, which will transform it into the Celestial Mirror. This item allows you to unlock chests and walls containing each character's ultimate weapon. Also remember that you must return here in order to use crests and Sigils to unlock the power within the Legendary Weapons.

LEGENDARY WEAPONS

These weapons are weak initially, but they are quite useful when you power them up. You must have the Celestial Mirror to open the chests and walls that contain the Legendary Weapons.

Tidus

Weapon: Caladbolg
Location: Northwest Nagi Hill
Power up Items: Sun Crest and Sun Sigil
Sun Crest Location: Inside a chest in Yevon Dome, where you fought Yunalesca
Sun Sigil: Win final Calm Lands Chocobo race with a 0 time

♦*See below for further details.*

Yuna

Weapon: Nivarna
Location: Calm Lands
Collect at least one of each type of monster in the Calm Lands. The Monster Trainer will offer a chest; use your mirror to open it.
Power up Items: Moon Crest and Moon Sigil
Moon Crest Location: Besaid Island Beach
Moon Sigil Location: Defeat every Aeon at Remiem Temple and release the summoner's spirit.

Lulu

Weapon: Onion Knight
Location: Baaj Temple, under lake where Geosgaeno breaks wall
Power up Items: Venus Crest and Venus Sigil
Venus Crest Location: Guadosalam in the Farplane
Venus Sigil Location: Dodge lightning 200 times in a row at Thunder Plains without being struck.

Wakka

Weapon: World Champion
Location: Get it from Bartender at Luca Cafe after winning a couple Blitzball Tournaments.
Power up Items: Jupiter Crest and Jupiter Sigil
Jupiter Crest Location: Locker inside Blitzball Locker room in Luca
Jupiter Sigil Location: Receive it as a Blitzball prize, upon winning every one of Wakka's overdrives.

Kimahri

Weapon: Spirit Lance
Location: Thunder Plains
Activate three Cactuar statues at Thunder Plains with the square button. Locate the Cactuar ghost and follow it to a small ruin.
Power up Items: Saturn Crest and Saturn Sigil
Saturn Crest Location: Treasure chest at Gagazet Mountain
Saturn Sigil: Second Butterfly Mini-game in Macalania Forest

Rikku

Weapon: Godhand
Location: Mushroom Rock Road, in the bottom of the valley (you must use the airship, and input the coordinates)
Power up Items: Mercury Crest and Mercury Sigil
Mercury Crest Location: Just before you reach home, in the west portion of Sanubia Desert in a sand whirlpool
Mercury Sigil Location: Clear the Cactuar Village side quest at Bikanel Desert

Auron

Weapon: Masamune
Location: Mushroom Rock Road near statue of Mi'ihen
Get rusty sword from Calm Lands. Go to Mushroom Rock Road. Find the elevator stone and take it up; use the sword on the statue of the man standing over a departed behemoth. Use the Celestial Mirror on the symbol on the wall.
Power up Items: Mars Crest and Mars Sigil
Mars Crest Location: Southern part of old road of Mi'ihen High Road
Mars Sigil Location: Collect each type of monster from ten locations

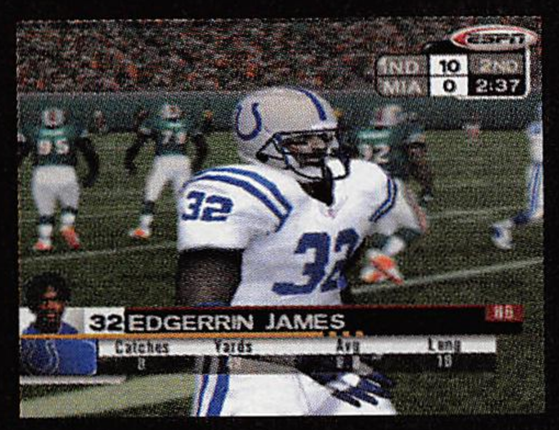
CHOCOBO RACES AND TIDUS' LEGENDARY WEAPON

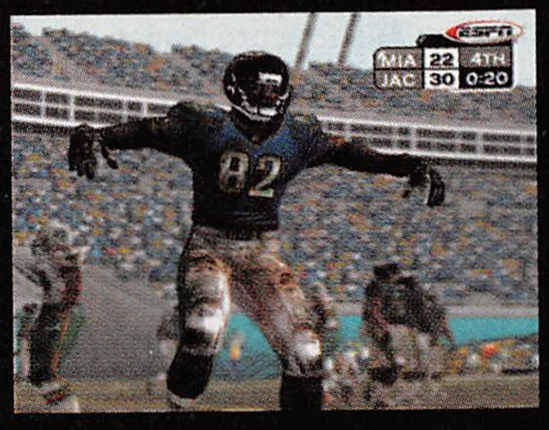
In order to get Tidus's Legendary weapon and Sun Sigil, you must beat the Chocobo races in the Calm Lands. To gain Tidus' best weapon and Sun Sigil, you need to complete the Chocobo races at Calm Lands. Start a race, and beat each one to unlock more. Once you get to the final race, against another rider, beat him, and you will be able to get past the guard in the northwest of the Calm Lands. Go grab the weapon here. To get 0 on the time clock, get as many balloons as possible, and avoid every bird.

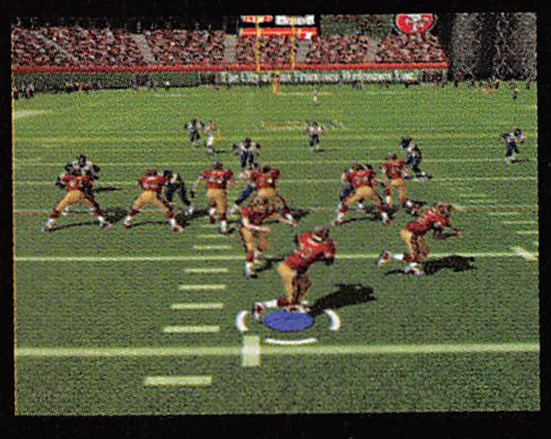
ESPN
the games
www.espnthegames.com

AT ESPN, WE FIRMLY BELIEVE THERE IS A TIME AND PLACE FOR FOOTBALL.

IT JUST HAPPENS TO BE ANYTIME AND ANYPLACE.







NFL PRIMETIME 2002

With Chris Berman and Tom Jackson calling every down, you're right in the middle of a live ESPN telecast. With the ability to make trades, draft rookies and sign free agents, you control the action on and off the field. And with the power to create entirely new players, you're a veritable pro football Frankenstein. So check out ESPN NFL PrimeTime in its convenient new time slot: 24 hours a day, seven days a week.

PLAYERS INC

NFL

EVERYONE E CONTENT RATED BY ESRB

PC CD ROM

PlayStation 2

XBOX

KONAMI

©2001 NFL. The NFL Shield logo and all other (NFL-related marks) are trademarks of the National Football League. Team names and logos are trademarks of the teams indicated. Officially licensed product of PLAYERS INC. The PLAYERS INC logo is a registered trademark of the NFL players. www.nflplayers.com ©2001 PLAYERS INC. ©2001 Disney. ESPN and ESPN the games are trademarks of ESPN, Inc. KONAMI® is a registered trademark of KONAMI CORPORATION. ©2001 KONAMI. All rights reserved. The ratings icon is a trademark of the Interactive Digital Software Association. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Xbox and Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries.

CODES
This month's hottest cheats

HALF-LIFE

RADIOACTIVE CODES!
Access the Cheat Code Screen from the Options menu and enter the following sequences. Then press Start to confirm the code.

God Mode
←□↑△→○↓✕ START

Infinite Ammo
↓✕←○↓✕←○ START

Invincible
←□→○←□→○ START

Invisible!
←□→○←□→○ START

Unlock Alien Mode
↑△↑△↑△↑△ START

Unlock Slow-Mo Mode
→□↑△→□↑△ START

Unlock Xen Gravity
↑△↓✕↑△↓✕ START

18 WHEELER PRO TRUCKING

BONUS PARKING STAGES
Complete each parking level to open up new ones. If you complete the Bonus Parking Level, you'll unlock a sixth stage.

S. PALMER'S SNOWBOARDING

MAX STATS
Press △△△ while holding right on the d-pad and L1

HARVEST MOON

RECIPES
Blue Berry Jam: Blue Berry (3x) and Pot.

Boiled Egg: Egg and Pot.

Cake: Egg, Milk, Breadfruit and Oven.

Cheese: L Milk and Pot.

Cooked Fish: Potato (or Herb), Fish and Pan.

Cran Berry Jam: Cran Berry (3x) and Pot.

Cream of Corn Soup: Milk, Corn and Pot.

Cream of Mushroom Soup: Milk, Mushroom and Pot.

Cream of Tomato Soup: Milk, Tomato and Pot.

Creamy Soup: Potato, Milk and Pot.

Flan: Egg, Milk and Oven.

Fruit Cake: Breadfruit, Milk, any fruit and Oven.

Fruit Omelet: Egg, any fruit and Pan.

Hot Milk: S Milk and Pot.

Mixed Jam: Very Berry, Cran Berry, Blue Berry and Pot.

Mixed Omelet: Egg, any vegetable and Pan.

Omelet: Egg, Milk and Pan.

Special Cheese: G Milk and Pot.

Sunny-Side Up: Egg and Pan.

Very Berry Jam: Very Berry (3x) and Pot.

Yogurt: M Milk and Pot.

ESPN PRIMETIME 2002

Enter all of the following codes at the Code Entry Screen

Weather In Domed Stadiums
SHAKE IT UP

Aloha Stadium and Pro Bowl Teams
ALOHA

Ball Carrier Shield
CAN'T TOUCH THIS

Controller Scoring
SCOREBOX

Fumble Button
READY TO FUMBLE

Players Jump And Dive Further
SUPERMAN

Reliant Stadium Available In Exhibition And Practice Modes
HOWDY

Show Everyone
SHOW EVERYONE

SIMPSONS ROAD RAGE

All of the following dates must be set according to PS2's internal clock (in the System Configuration) to access these secrets.

Unlock Halloween Bart
Set the date to 10/31/2002 to unlock a Frankenstein version of Bart

Unlock New Year Day Krusty The Clown
Set the date to 01/01/2002 to unlock Krusty the Klown in a suit

Unlock Thanksgiving Marge
Set the date to 11/22/2001 to unlock a white-haired version of Marge

Unlock Xmas Apu
Set the date to 12/25/2001 to unlock Apu in a Santa outfit

WWF SMACKDOWN

HIDDEN CARD LIST
1. Fred Durst of Limp Bizkit
2. Mick Foley
3. Tajiri
4. Rhyno
5. Jerry Lynn
6. Spike Dudley
7. Last Man Standing Match
8. Street Fight
9. Ultimate Submission Match
10. Wrestlemania X-7 Arena
11. InsurreXtion Arena
12. 55 Extra Ability points for CAW (Create a Wrestler)

13-32. CAW Movesets

33. Theater Mode Movies
34. Original Entrance Music

GAMESHARK CODES

BATMAN: VENGEANCE

Must Be On	ECB8850C143AFE1C
Inf Batarangs	4C2064CA1456E79C
Inf Batcuffs	4C2064D61456E79C
Inf Stunners	4C2064CE1456E79C
Inf Remote Charges	4C2064D21456E79C
Inf Nets	4C2064D41456E79C
Inf Elec. Batarangs	4C2064D01456E79C
Inf Flash Bombs	4C2064D81456E79C
Perfect Level Scores	1C13F2700E4CDD9F
	1C13F2740E4CDD9F
	1C13F2780E4CDD9F

*For the rest of the codes, start a new game, then turn the code off.

All Cheats	4C13F26A1456B00C
Have All Items	1C13F26461DFB00C
Infinite Health	3C20647E1456E7DD
Unlock All Levels	3C13F3E81456E7B4
Unlock Cinematics	4C13F26C1456B00C

LEGENDS OF WRESTLING

Must Be On	0E3C7DF21645EBB3
	0C285977F8A2FC3F
All Wrestlers	3C6B2603F8FDFFFF
Max Attribute Points	2C8E6D2DF8FCFE1C
Max Ability	2C8E6D2FF8FCFE1C

PROJECT EDEN

All of these codes work on level 1 only, and won't work with a previously saved game.

Must Be On	EC8783A814411AB4
Inf Health Carter	4DA81A0E145625DD
Inf Health Andre	4DA77E8E145625DD
Inf Health Moniko	4DA777AE145625DD
Inf Health Amber	4DA77B1E145624B3
Inf Ammo Carter	4DA8F70E145625DD
Inf Ammo Andre	4DA77E6E145625DD
Inf Ammo Amber	4DA77BFE145625DD
Inf Ammo Moniko	4DA7778E145625DD

WWF SMACKDOWN: JUST BRING IT!

Must Be On	EC8C9BE01445DAFC
99 Wins (Slobber Knocker)	4CE5DFAC1456E788
All Characters After Save	3CE5C6CA1456E70C
All Special Modes After Save	3CE5C6D01456E70C
All Movies After Save	3CE533401456E7CC
Inf Match Time/Easy Wins	4CB9B0F01456E7A5
Player 1 - Press L1 For Max Smack Down Meter	0CBADAA61456AC0C
	1D250F741473E7A5
	0CBADAA61456AC0C
	1D23A66C1456E788
	0CBADAA61456AC0C
	1D23B7DC1456E788
	0CBADAA61456AC0C
	1D2389FC1456E788
	0CBADAA61456AC0C
	1D23A63C1456E788
	0CBADAA61456AC0C
	1D249B2C1456E788
	0CBADAA61456AC0C
	1D250FA41473E7A5

DYNASTY WARRIORS 3

Codes that enable characters, levels and items need to be saved to the game data for them to appear. Start a level, quit and save.

Must Be On	0E3C7DF21645EBB3
	0C0C4C1FF88C8A6B
Have All Movies	3C298F53F8BFFFFF
Enable Opening Option	

Code of the Month

▲ Keep running out of Handcuffs? Try this code.

Batman: Vengeance

Enter all of the following codes at the title screen.

Unlimited Handcuffs
□○□○ L2 R2 R2 L2

All Cheats
L2 R2 L2 R2 □□○○

Unlimited Batlauncher
○□○□ L1 R1 L2 R2

Unlimited Batarangs
L1 R1 L2 R2

35. Original Entrance Music
36. New SmackDown! Arena (The one with the big fist)
37. 10 Paint Parts
38. 8 Mask Parts
39. 8 Item Parts
40. 8 Sleeve Parts
41. 9 T-Shirt Parts
42. 5 Wristband Parts
43. 6 Elbow Pad Parts
44. 4 Glove Parts
45. 10 Pattern Parts
46. 8 Shoe Parts
47. 8 Tights Parts
48. 10 Belt Parts
49. 5 Miniskirt Parts
50. 9 Long Skirt Parts
51. Shane McMahon
52. Stephanie McMahon-Helmsley

Theatre Mode Movies
Complete Wrestlemania to access these.

Unlock 55 Extra Ability points for CAW
First, you must use your Create-A-Wrestler and tell Vince you don't want to create a Tag Team. Now constantly talk trash to whoever claims that he deserves a shot at the title, and then go tell Michael Cole that you want to lay the smack down on whoever says, "I deserve a title shot." Next, go see Vince in the Parking Lot. Be sure to win the match. Appear to whoever challenges you, and beat them. Finally, win the Last Man Standing match at Wrestlemania.

Unlock Create a Wrestler Parts
First choose a character holding a belt, and defend it once to unlock your first part. You can either continue this process, or choose another character and win the belts to unlock three cards.

Unlock Movesets for Create-a-Wrestler
The moves are unlocked randomly, so just play Story Mode long enough, and you'll obtain these parts.

Unlock Fred Durst
Unlock this pop star by winning 15 times with the Undertaker in Slobberknocker mode.

Unlock InsurreXtion Arena
First, go tell Vince that you want to make a new Tag Team. Again talk trash to whoever wants a title shot, but tell Michael Cole you were just messing around. Go see William Regal and tell him you want a shot at the European belt. Win this match and then win the next match at InsurreXtion.

Unlock Jerry Lynn
Unlock this character by following these steps in Story Mode. Go tell Vince that you want to create a new Tag Team, and be sure to talk trash to whoever wants a title shot. But, tell Cole that you were just messing around. Let the two minutes expire. Now, go win the Fatal Fourway Elimination match. Don't accept any challenges from anyone. Go talk to Earl Hebner at the Soda Machines; ask how he is. Let the two minutes expire again. Once more, win the Fatal Fourway match.

TWISTED METAL SMALL BRAWL

Activate Shield
→→↓↓

Fire Weapon Backwards
←→↓ L2

Plant A Mine
→←↓

Shoot Freeze Weapon
↑↓↑

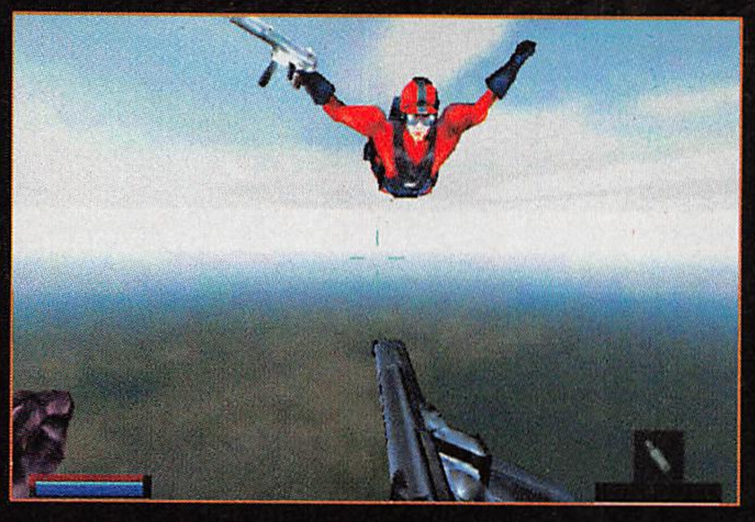
GITAROO MAN

MASTER MODE
Beat the regular Story mode on normal to unlock Master Mode. Beware though, it is ultra hard.

	2C298F51F8FCFFFF
All Characters	3C298F2BFFFFFFFF
	3C298F2FFFFFFFFF
	3C298F33FFFFFFFF
	3C298F37FFFFFFFF
	3C298F3BFFFFFFFF
	3C298F3FFFFFFFFF
	3C298F43FFFFFFFF
	3C298F47FFFFFFFF
	3C298F4BFFFFFFFF
All Levels/Sides	3C298FEFFFFFFFFF
	3C298FF3FFFFFFFF
	3C298FF7FFFFFFFF
	3C298FFBFFFFFFFF
	3C298FFFFFFFFFFF
	3C298F03FFFFFFFF
	3C298F07FFFFFFFF
	3C298F0BFFFFFFFF
	3C298F0FFFFFFFFF
	3C298F13FFFFFFFF
	3C298F17FFFFFFFF
	3C298F1BFFFFFFFF
	3C298F1FFFFFFFFF
	3C298F23FFFFFFFF
	3C298F27FFFFFFFF
Speed Scroll +50	2C298697F8FC2CFE
Speed Scroll +20	2C298697F8FCCAFE
Wing Boots +50	2C298699F8FC2CF1
Wing Boots +20	2C298699F8FCCAF1
Dragon Amulet +50	2C29869BF8FC2CF0
Dragon Amulet +20	2C29869BF8FCCAF0
Peacock Urn +50	2C29869DF8FC2CF3
Peacock Urn +20	2C29869DF8FCCAF3
Tiger Amulet +50	2C29869FF8FC2CF2
Tiger Amulet +20	2C29869FF8FCCAF2
Tortoise Amulet +50	2C2986A1F8FC2CF5
Tortoise Amulet +20	2C2986A1F8FCCAF5
Huang's Bow +50	2C2986A3F8FC2CF4
Huang's Bow +20	2C2986A3F8FCCAF4
Shell Armor +50	2C2986A5F8FC2CF7
Shell Armor +20	2C2986A5F8FCCAF7
Horned Helm +50	2C2986A7F8FC2CF6
Horned Helm +20	2C2986A7F8FCCAF6
Cavalry Armor +50	2C2986A9F8FC2C09
Cavalry Armor +20	2C2986A9F8FCCA09
Seven Star Orb +50	2C2986ABF8FC2C08
Seven Star Orb +20	2C2986ABF8FCCA08
Wind Scroll +50	2C2986ADF8FC2C0B
Wind Scroll +20	2C2986ADF8FCCA0B
Elixir +50	2C2986AFF8FC2C0A
Elixir +20	2C2986AFF8FCCA0A
Red Hare Saddle	2C2986B1F8FCCF0D
Hex Mark Saddle	2C2986B3F8FCFD0C
Imperial Saddle	2C2986B5F8FCFD0F
The Art of War	2C2986B7F8FCFD0E
Bodyguard Manual	2C2986B9F8FCFD01
The Way of Musou	2C2986BBF8FCFD00
Survival Guide	2C2986BDF8FCFD03
Defender	2C2986BFF8FCFD02
Fire Arrows	2C2986C1F8FCFD05
Buckler	2C2986C3F8FCFD04
Power Scroll	2C2986C5F8FCFD07
Gold Harness	2C2986C7F8FCFD06
Have Basic Steel Sword	2C2987E5F8FCFDF1
Have Basic Long Sword	2C298705F8FCFBF3
Have Basic Great Scimitar	2C298725F8FCF9F5
Have Basic Long Spear	2C298745F8FCC7F7
Have Basic Great Halberd	2C298765F8FCC509
Have Basic Strike Axe	2C298785F8FCC30B
Have Basic Spiked Club	2C2987A5F8FCC10D
Have Basic Wing Sabers	2C2987C5F8FCCF0F
Have Basic Spiral Rods	2C2988E5F8FCCD01
Have Basic Great Mace	2C298805F8FCCB03
Have Basic Crescent Chakram	2C298845F8FCD707
Have Basic Warlord Fan	2C298825F8FCC905
Have Basic War Axe	2C298865F8FCD519
Have Basic Steel Claw	2C298885F8FCD31B
Have Basic Steel Flute	2C2988A5F8FCD11D
Have Basic Steel Rod	2C2988C5F8FCDF1F
Have Basic Studded Tonfa	2C2989E5F8FCDD11
Have Basic Strike Voulge	2C298905F8FCDB13
Have Basic Mirage Staff	2C298925F8FCD915
Have Basic Beast Gauntlet	2C298945F8FC2717

SHE'LL BREAK YOUR HEART WITH A .44 SLUG.

The Best Single Person Shooter of the Year* is back—with over 60 levels of hard-core gaming adventure. You'll discover four never-before-seen levels and get a taste of Cate Archer's criminal past. Armed with 30 unique weapons, fast vehicles, quick wit and the stealthiest moves around, she's ready to take on any enemy. Are you?



TEEN
CONTENT RATED BY ESRB
Comic Mischief
Mild Language
Violence

*Computer Gaming World, 2000

PlayStation.2

MONOLITH™

FOX INTERACTIVE™

SIERRA™

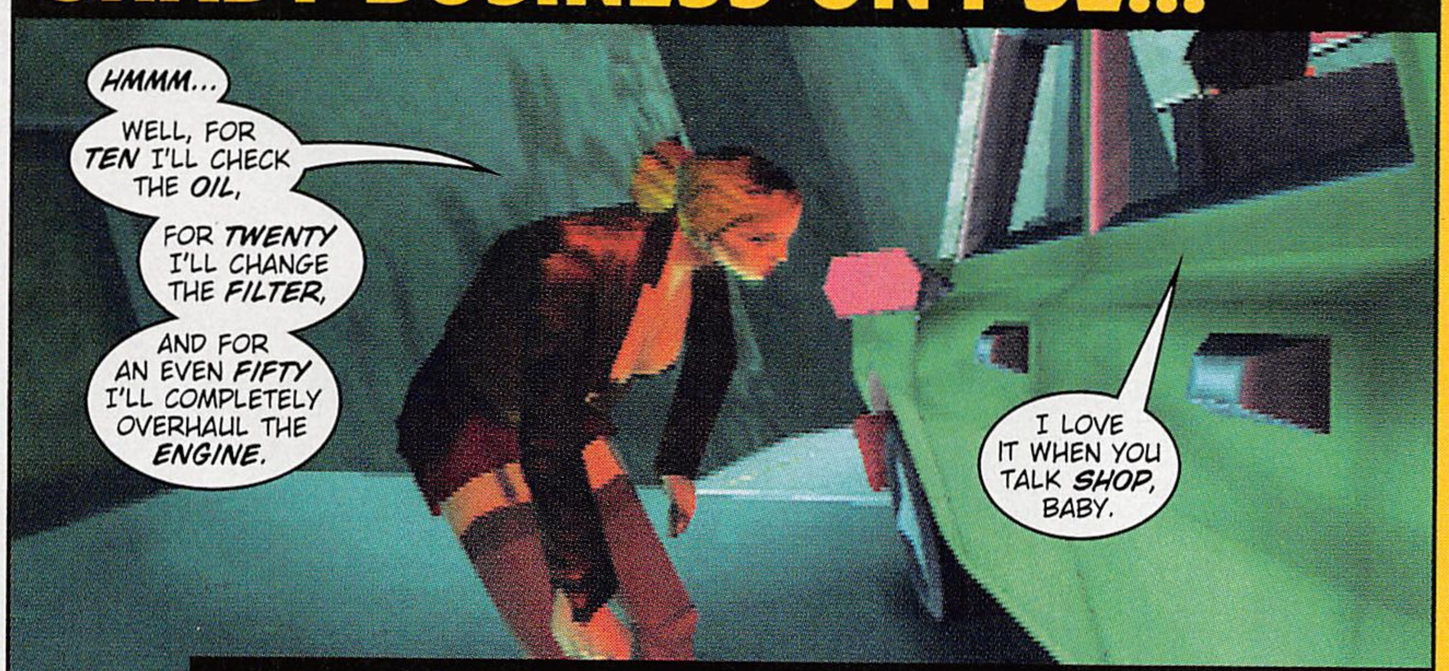
©2002 Twentieth Century Fox Film Corporation and its licensors. All rights reserved. Sierra is a trademark of Sierra On-Line, Inc. The Operative, No One Lives Forever and Fox Interactive are trademarks of Twentieth Century Fox Film Corporation. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment, Inc.

LETTERS

The answer to your question is just a letter or an e-mail away

PSM Letters
c/o Imagine Media
150 North Hill Drive
Brisbane, CA, 94005 USA
E-mail:
psm@imaginemedia.com.

SHADY BUSINESS ON PS2...



▲ Yeah, her prices may be cheap, but a few miles down the road, your engine will start knockin'.

What's Going On Here?

I just bought *Grand Theft Auto 3* and I think it's one of the best games yet. I've played the older *GTA*s and I think they're still great. When I saw the "M" rating on the case, I thought "big deal, there's just going to be a little bit of blood," but I was wrong. It's more violent then ever.

One more thing; I was playing *GTA3* and I was driving by these ladies that looked like... uh, "ladies of the night." I stopped right in front of one, and she got in my car! I went back to driving around, and eventually drove into an alleyway. I parked, and all of a sudden the car was shaking and my money was dropping, but my health was going up. It went all the way up to 125! I'm just wondering, were they doing what I *think* they were doing in the car? Thanks for your time.

kyle canifax, gamrmc25@hotmail.com

RANDY: I definitely don't think that little kids should be playing games like *GTA3*, but that's what the ESRB rating system is for. In this case, it seems to be working.

About the scenario that you described: they're doing exactly what you think they're doing. By that, I mean they're eating health food and getting really, really excited about it. Given the rest of the game's content, would you expect anything else? ;-)

RANDY'S TIP OF THE MONTH:

"I don't know if I should be saying anything, but I can't keep this tip to myself any longer: The next time you buy a can of soda, press Coke five times, Diet Coke twice, Cherry Coke seven times, and out will come... a Pepsi. Whew — I'm glad that I got that off my chest!"

▲ It ended the way it always does... one community, split into two warring factions... the normal guys... and the guys with the goofy hats.

No More Anime Cutscenes?

Is it just me, or has anime gone totally CG on PS2? I mean, look at *Zone of the Enders!* EXCELLENT gameplay, graphics, "fun factor", story (although short); and the CGs were great; don't get me wrong, but they were all anime CGs. The new upcoming *Xenosaga* seems to have the same thing — anime CGs. What ever happened to the good old 2-D anime movies in games like *Xenogears, Crono Trigger* (PSone), and *Elemental Gearbolt?* These made you feel like you were watching *Gundam, Dragonball,* or something. Have they all disappeared because companies want to show off PS2's power?

Daniel Scott, grendle_15@hotmail.com

CHRIS: Traditional animated sequences aren't gone forever, but I think it's just easier (and cheaper) for most developers to use 3D graphics, instead. Sometimes it works great, and sometimes these story scenes end up looking so generic and "blah" that I despise having to skip through them. Sorry, Daniel, but I don't think we'll see the CG cinemas go away anytime soon.

LINK-UP

Send your linkup e-mails to psm@imaginemedia.com, with "Link up" in the subject line.

Frankie Valdez, age 12
FinalFantasyKid@webtv.net
Favorite Genres: RPG, scary, action
Favorite Games: *FF, RE, MGS*
Quote: "How do we know we really exist? Maybe we don't exist at all."

Cody Moore
Indalecio2000@aol.com (duh)
Favorite Genres: RPGs
Favorite Games: *Xenogears, Suikoden1 and 2, Dragonball Z: Hyper Dimension*
Quote: "Where are the Cheetos?"

John Reece, age 14
ps2owner@talkcity.com
Favorite Genres: Mech combat, racing, fighting
Favorite Games: *Armored Core 2, DOA2, Driving E Type-S, Midnight Club, Smugglers Run*
Quote: "He who laughs last, thinks slowest.

Anthony Schnepp, age 14
NightStalker220@hotmail.com
Favorite Genres: RPG, Fighting, Sports
Favorite Games: *Final Fantasy 6, 7, 9 and Tactics, WWF SmackDown 2, GameDay 99, Tekken 3, XenoGears.*
Quote: "The Only Dependable Thing About The Future Is Uncertainty"- Amarant

MGS2 Goes La La?

I was playing *Metal Gear Solid 2* for about eight hours and [major spoilers ahead!] I was at the area where the player is naked and you have to go find your clothes. After I checked in at the node, I went through the door and I kept getting messages from the colonel. He sounded like a computer and there was a lot of static. He kept saying "haven't you played long enough", and "I will do the fighting for you." Then a picture of the original *Metal Gear* game came on and he said "Outer Heaven— Must infiltrate—" and some other stuff. Also, when this happened, the name of the level changed. What in the...?

Also, do you know what they were talking about when they mentioned the "La Li Lu Le Lo?" The guy who tells you where the president is kept saying that. I also heard it a couple of other times. Is something wrong with my game? Have you encountered anything like what I've mentioned? Thanks for the great walkthrough.

Zack Wolchesky, zaow@hotmail.com

TOKOYA: Actually, your copy works just fine, as everything you mentioned is meant to be in the game. Kojima, the game's Director, spent considerable time making *MGS2*'s story more like a detailed novel. Many of these things that you mention are metaphors and symbols which Kojima uses to explain his story. To me, in general, some of these symbols and metaphors suggest that our sense of security, and concept of democracy, are just a facade used by the organization (the La Li Lu Le Lo, aka the Patriots) so they can carry out their objectives in secrecy. Decide for yourself how this applies to you and our own society. What do you think he wants us to consider, or do?

Is MGS2 in Surround or Not?

I've got a pretty good receiver. It tells me when the sound input is surround sound by displaying an icon for each speaker that is receiving input. Also, the DTS logo appears on its LCD when the movie I'm playing is coded that way. In the options screen in *MGS2*, it allows you to turn 5.1 sound "on", but my receiver does not show me that it is receiving input per each speaker the way it does on movies and I hear absolutely no sound from the rear speakers. I tested the PS2 with a Dolby 5.1 movie and it indeed shows the appropriate icons indicating it's 5.1. I have my PS2 connected to it via the optical cable. Is *MGS2* really in 5.1 or is it just pulling my leg?

Mike Krablean, McKrab@aol.com

STEVE: The reason that you don't see the appropriate icons light up all the time is because only select cinemas are encoded in Dolby Digital. The PS2 isn't currently capable of creating DD5.1 effects in-game, only DTS, so the DD icon will only light up during some of the non-interactive cinematic segments of *MGS2*.

Gamer Grrls' Grievance

All right. I understand. You're guys. You're GAMER guys. So naturally, you'd put half-naked girls in your mag. I really do love PSM, but hell, I'm a girl gamer, and there's NOTHING that's just for the girls. You did put some game dudes in the Swimsuit Special, but it's not enough. If you want to reach out to all gamers, you have to do some stuff for the grrls, too. Like, you could do a survey to determine the top 10 hottest PS2 guys, or maybe a GUY Swimsuit Special along with the girls. Get with the program, MEN.

Alice, aliceinwonderland@evilemail.com

TOMMY: You raise a very valid point, Alice. Alas, as charged, PSM is guilty of targeting most of our pictures and drawings towards the male set. But the reality is that hardcore guy gamers are our core constituency, which is something we cannot ignore. Still, according to the number-crunchers, female gamers are a growing demographic, even eclipsing males in some gaming markets (especially in parlor and casino games played on the Internet). But ***(pg. 100 ▶)***

NO XBOX HERE!

My husband has been a loyal reader of your magazine for several years now. Since we've been married, I too have become a diehard PSM fan. Recently, my husband has come home saying a dirty word — that's right, X-BOX! I am appalled!

So how can you help, o' editorial immortals? Well, I have thought of some ways. Choose any one option from the list below, or hell, do them all.

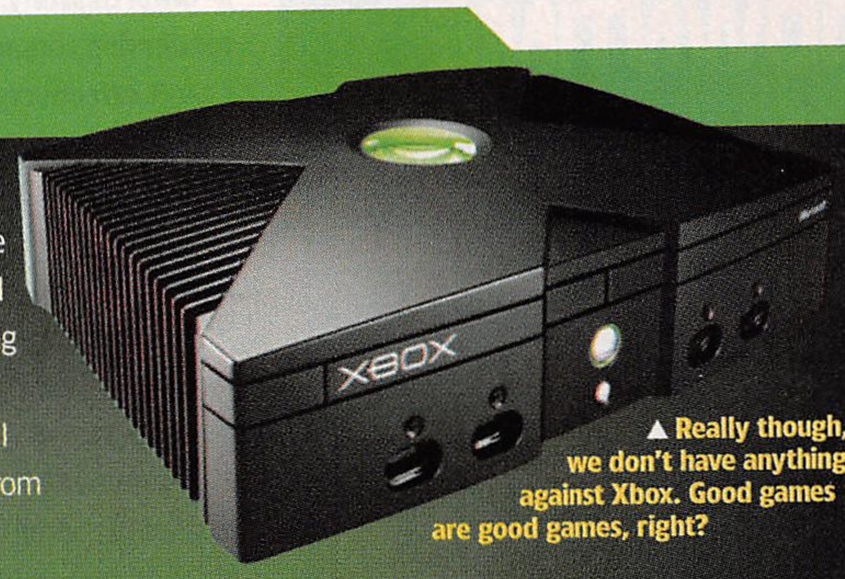
1. Instead of your usual awesome cover art, put my husband's pic in some cross-hairs, with the title "X-Box defectors BEWARE!" on the cover of the next issue.

2. Send Bill and Tokoya to my house, and have them threaten to break his legs if he even thinks of buying an X-Box. Really, he is afraid of Bill.

3. Sneak into the X-Box factory and replace one in every ten X-Boxes with the "X-Box X-mas Surprise": last year's Fruit cake painted to look like an X-Box. Be sure and sign the gift tag "Your Pal, Bill Gates."

If you could help me out, I would certainly appreciate it. No X-Box shall ever come into my house! This I Command!

Rhonda Hearon, superherione@hotmail.com



▲ **Really though, we don't have anything against Xbox. Good games are good games, right?**

BILL: Well, Rhonda, you've certainly come to the right person to solve your problem. While I like your suggestions, they may not be feasible, due to the following reasons. While putting your husband's head in the crosshairs on the cover of a major mag is a good idea, we can't do that here. I suggest you try *Crazed Assassin Monthly*.

As far as slipping year-old fruitcakes into Xbox boxes, well, that just won't work. An Xbox weighs as much as three old fruitcakes. The lighter boxes would surely be discovered.

I do like the idea of coming out and breaking your husband's knees. You'll need to send me a bus ticket to get out there. I only need one, since Tokoya has decided it's really cool to just travel and sleep in his duffel bag until I say "I'll bring out The Gimp." He really likes that, for some strange reason...

GAME HARANGUE

by Bill Donohue

This is the worst time of the year when it comes to games. Who has time to play? Between Christmas, gigs and rehearsals, holiday dinners and parties, I haven't had time to play anything. On the plus side, however, I'll still have a bunch of games to play once all the craziness stops... Hurray for February!

▶ **Dan Mechtel**, age 23
DMechtel@webtv.net
Favorite Genres: RPGs, Racing, and Strategy
Favorite Games: *Final Fantasy I-IX, Gran Turismo, Street Fighter EX2 Plus, MTV Music Generator, Dune 2000, and Resident Evil series.*
Quote: "Final Fantasy 4 Life!"

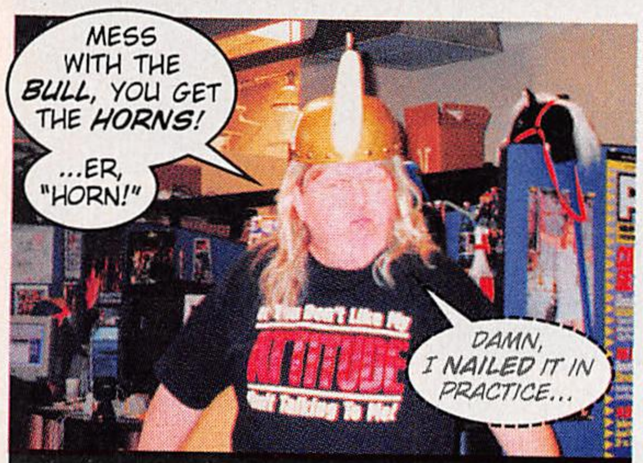
▶ **Oneal**, age 14
BasiqMind@aol.com
Favorite Genres: Action, Adventure, Sports, RPGs, Beat em' up.
Favorite Games: *Ape Escape, Madden 2001, Crash Bandicoot 2, SSX, MGS.*
Quote: "I told you once and I'm gonna tell you again, Jennifer Lopez's butt is fake."

▶ **Tyler Durden**
Master_of_Disaster5@hotmail.com
Favorite Genres: RPG, Survival Horror, Skateboarding, Fighting Games
Favorite Games: *FF7, FF8, Final Fantasy Tactics, Resident Evil 1,2 and Code V, Silent Hill, Chrono Cross*
Quote: "There is no Good... There is no Evil... There is only Akuma!"

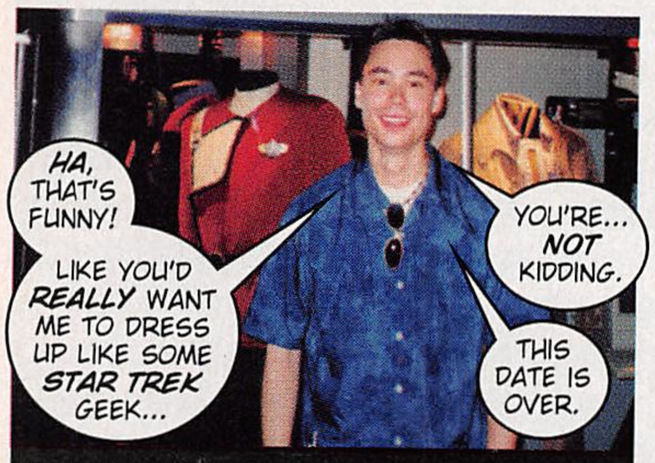
▶ **Martin Duran**, age 13
Quadpad@aol.com
Favorite Genres: RPG, Action, Adventure, Racing, Shooters
Favorite Games: *World Isn't Enough, FFIX, FFVII, FF, Megaman Legends 2*
Quote: "Living blankly in a void is a fate worse than death."

DOWNTIME

Hey, only 99% of our time is spent on playing games! We do other stuff, too!



▲ This month Bill starred in his own play, *The Ballad of Billy Big Horn*. Our review? It's utter bullsh



▲ That's the last time Steve answers a personal ad that reads "beam aboard for a wild time."

▲ Heh, well, you know... some months are slower than others here at PSM headquarters.

▲ Randy pulls some pretty mean pranks — it took us a couple days to get over this one.

► **unfortunately, the PS2 market and our readership remain predominantly male, and I can't effectively communicate the insanity and outrage that would result if we came up with an all-male swimsuit issue, or ran pictures of "Buck Wilde" instead of our signature Valkyrie Wilde.**

However, we *would* like to offer up something just for our girl gamers out there. Upon receipt of your e-mail, we advised PSM's own mysterious masked man Tokoya to wax his bikini zone and immediately dispatched him to Muscle Beach in Venice, California. Unfortunately, the results were simply *too* hot to show here. Perhaps the most disturbing thing about the photo shoot was Tokoya's willingness to do this for hours... even after we ran out of film.

Seeing Things

I was recently at a convention with a friend of mine (November 14, to be exact). It's hard to explain the convention because it has a lot of different things, but among these were some new arcade games. We were wandering around and I noticed a small booth that stood all alone. Normally I would have kept on walking, but something caught my eye. Was that Yoshimitsu I saw fighting on the screen? It was, and not only that, but he looked different. He wasn't in his normal armor. I saw a preview of *Tekken 4* in your magazine and, in it, Yoshimitsu was wearing the same clothes as he was at the convention. I also saw some other *Tekken 4* characters, like Craig Marduk. Could you explain all of this, please?

Max Jaeger, leviathan75392@aol.com

STEVE: Umm... I assume that what you saw was just the arcade version of *Tekken 4*, that runs on the PS2-compatible System 246 board. I'm not sure of the date you saw the game, but it's actually in wide circulation now and should be at all the major arcades.

Sorry About Soul Reaver

I have just beaten the long-awaited *Soul Reaver 2* for PlayStation 2, and am sorely disappointed. The uselessness of the four elements and the questionable ending troubles me very much.

Aside from opening doors and other activities which allow you to complete parts of the game, I have found no other uses for the elements. Somehow, I thought that they would be similar to the Fire Reaver found in the first installment, giving you certain powers with each element. I guess after the limitless hours of enjoyment the first *Soul Reaver* gave me, I was expecting a gaming experience of the same caliber in its sequel, or at least one that would be as challenging. So, in some hope your staff can help myself and others like me, I have questions:

1. Will there be another installment of the *Soul Reaver* series that will FINALLY tie up the loose ends left over at the end of this one?

2. Has anyone discovered uses for the four elements aside from the applications that are vital to completing the game?

Chris, BlindCenobite@aol.com

STEVE: While the problem you mention isn't as bad as it was in the first game, *Soul Reaver 2* does have its incomplete parts. The elements are just one example. Boil it down to a rushed production cycle and the switch from PSone/Dreamcast to the PS2.

1. I'm pretty sure that we'll see Raziel return, but who knows how ***(pg. 102 ►)***

HARDCORE

Xeno-phobia

You mentioned in the December 2001 issue that *Xenosaga* "is neither a spin-off nor a sequel" to *Xenogears*. I've seen a couple a trailers of the game, in which I've noticed characters that look exactly like characters from *Xenogears*. There were characters that looked like Elly, Fei, Citan, and the Executioner. Strangely, the clothing style in *Xenosaga* is even similar to what's in *Xenogears*. One more thing, they also mention Zohar in *Xenosaga*, which was also in Square's game. I hope that you're wrong about this because I've been waiting for a true sequel (prequel? spinoff?) to *Xenogears* for a very long time now.

Michael Showes, xenogears_2@hotmail.com

STEVE: Well, according to the developers of the game, *Xenosaga* will feature some of the characters that were in *Xenogears*, but it looks like they will only be playing bit parts. Apparently, there's going to be several cameos in the game, but it's going to take a serious *Xenogears* fan (like you!) to notice all of them.

CELEBRITY LETTER

Yo, Jak here. I said JAK, as in "Jak and Daxter." [redacted]in' ingrates. See, this is why I'm writin' to you punks. For some [redacted]in' reason, they wouldn't let me say my own [redacted] lines in my own [redacted] game. I mean, what the [redacted]! It ain't like I'm some [redacted]in' mute, or some [redacted]. [redacted]in' Daxter gets all the lines... can't keep his [redacted] mouth shut... and I don't get to say jack-[redacted]. Now people only remember that punk-[redacted] Daxter [redacted]. What the [redacted]!

► **Javier Salazar**, age 13
Hitman@ml8.com
Favorite Genres: shooters, RPGs, adventure games, & fighting games
Favorite Games: *Final Fantasy 7, Metal Gear Solid, Street Fighter games, Megaman X* series, *Twisted Metal* series

► **Derek Green**, age 12
Panther242@aol.com
Favorite Genres: Action, RPG
Favorite Games: *FF3, FF4, FF6, FF7, FF8, FF9, Tony Hawk 2, Chrono Trigger, Chrono Cross, Tekken2*
Quote: "Just because Sonic is on Dreamcast doesn't mean the game is bad!"

► **Chris P.**, age 14
crashman94@hotmail.com
Favorite Genres: RPGS, Action, Adventure, Shooters
Favorite Games: All *Final Fantasies, Chrono Cross, Syphon Filter2, Metal Gear Solid, Ledgend of Dragoon.*
Quote: "GOD I LOVE GAMING!!"

► **Nate "Raven" Wade**, age 17
Raven10001@excite.com
Favorite Genres: Rpg, Action/adventure, Survival horror
Favorite Games: *Final Fantasy 4-9, Tenchu, Metal Gear Solid, Chrono Trigger and Cross, Megaman Legends,* All *Resident Evil.*
Quote: "Live by honor, kill by stealth"

PlayStation®2

A WARRIOR WORTH A THOUSAND!

DYNASTY WARRIORS 3

TM

- BATTLEFIELD ACTION with over 20 intense Stages and 40 playable Warriors!
- Brand new 2-PLAYER Versus and Cooperative Modes!
- Even more bone-crushing moves, and improved MUSOU Attacks!
- Control your bodyguards with squad-level commands!
- First in the series -- massive ELEPHANT TROOPS!

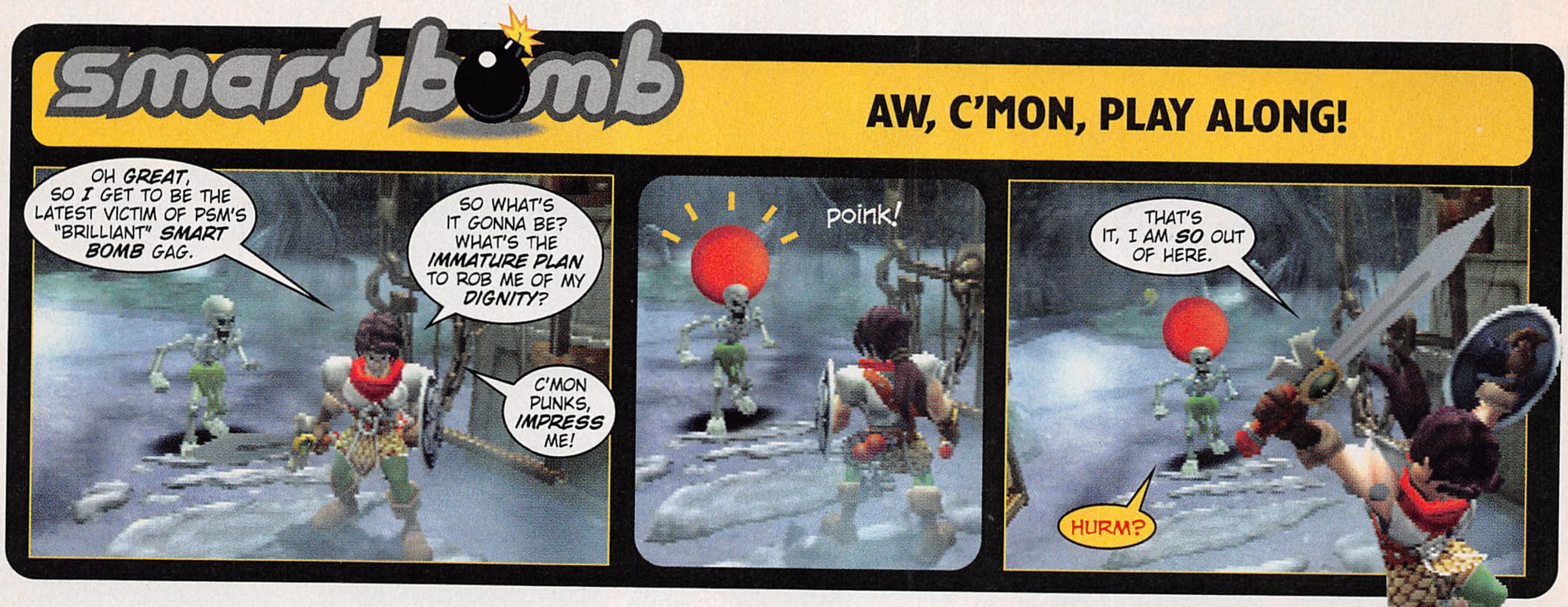
TEEN T CONTENT RATED BY ESRB

Mild Language
Violence

Dynasty Warriors 3 is a trademark of KOEI Corporation and KOEI Co., Ltd. © 2001 KOEI Co., Ltd. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

KOEI®

www.koeigames.com



► long it will take. I don't expect *Soul Reaver 3* to show up in 2002, but it's certain to come out in the future.

2. I'm not aware of any other real uses for the elements, but some of you readers out there might. E-mail us if you have any ideas.

Baseball = No Fun

Here's a novel idea for any developer looking to make a great game. Make a baseball game. Ok, got the first part? Now try adding this to the code and see what happens... FUN. What an incredible idea, huh?

Let me explain. Maybe it's just me, but does anyone really care about the hundreds of little details and graphic wonders that make up today's games? Does anyone really care that the hitters look and have the same stance as their real life counterparts?

Do you remember the game called *Baseball Stars* for the old 8bit Nintendo system? No real players, just one stadium, and lackluster graphics by today's standards. But it was the best baseball game ever made. I think one of the main reasons was that it was fast and easy. I can't see how anyone could play through an entire season with these games today — it takes nearly an hour to play through just one game. I may be in the minority on this one, but that seems a tad too long — especially when there are 162 games in a regular season.

To all developers — take a look at *Baseball Stars*. It didn't take the best graphics, real teams, or 340+ different options to make this game incredibly fun and addictive. Seems like today's baseball games do only one thing successfully... they bore most everybody I know. Sure, they look great, but who really cares when the game itself is very boring and slow?

Do you know of any plans for someone to make a pure arcade-style baseball game like *Baseball Stars?* Seems like every sport has a game like this, but baseball. I'm hoping for a game like *Hot Shots*. Now that took golf and made it really fun to play on a home system!

Coker, mkocher@pantagraph.com

TOKOYA: You bring up and interesting point concerning simulation versus arcade-style. As videogames have progressed technologically, there's obviously been a desire to see how realistic games, especially those of the sports genre, can get. There are plenty of people who love simulation baseball games that take 162 hours to complete. However, there are also plenty of people, such as myself, that find these games a tedious bore. Fortunately, Midway figured out that the baseball genre was lacking an arcade-style game. This year they will be bringing out *MLB Slugfest*. Unfortunately, there are no plans for a new *Baseball Stars* game, as SNK, the original developers, went out of business. If you can get your hands on a Neo Geo though, you could get *Baseball Stars 2*, which is my favorite baseball game.

TECH TALK

The Wonders Of Widescreen

1. What is the PS2's widescreen setting used for? Neither *SSX*, *Gran Turismo 3*, nor the DVD playback use the PS2 setting to switch to 16:9 output. Instead, they all relied upon their own in-game settings.

2. Does the PlayStation 2 support 480p output? Games could look even better on an HDTV display, by eliminating interlaced jitters, if they had an option to use it.

3. As HDTVs become more popular, widescreen support in games will become more of an issue. I propose that PSM include a "Widescreen Yes/No" box in the game status bar that precedes each game's review. I know I'll be looking more closely at games with widescreen support for my future purchases.

Darrell Spice, Jr., DarrellS@RTRON.com

RANDY: It's my understanding that the widescreen setting within the PS2's menu system only affects the menus and doesn't carry over into games or movies; you have to set those individually. As for 480p output — nope, at least not at present. It's possible Sony could release a system driver update for this, but when that might happen is anyone's guess.

Finally, our game info bars are packed as it is, but if enough people really demand that we cover this aspect of PS2 games, we'll look into including that in the future. But, that said, most people are going to buy a good game whether it has widescreen support or not... and would you really buy a bad game just because it has this option? Keep on rockin' in the wide world!

LINK-UP ►

►**David Pinero**, age 15
Mgs2x@aol.com
Favorite Genres: Strategy, Action/Adventure
Favorite Games: *MGS, VR-Missions*
Quote: "No one cares!" sniff... sniff..."

►**Vic**, age 11
psegboy26@aol.com
Favorite Genres: Wrestling, football, and RPG
Favorite Games: *Smackdown 1-2, Final Fantasy VII, Gameday 98, Madden 2001, Pandemonium*
Quote: "If it walks and makes some kind of noise... KILL IT!"

►**Rei Hellzwind**, age 14
Reiyana Blood@aol.com
Favorite Genres: RPG, Fighting
Favorite Games: *Lunar SSSC, Super Street Fighter Alpha 2, Chrono Trigger, Chrono Cross, Final Fantasy 8* and *9*... must I go on?
Quote: "You can never kick too much arse."

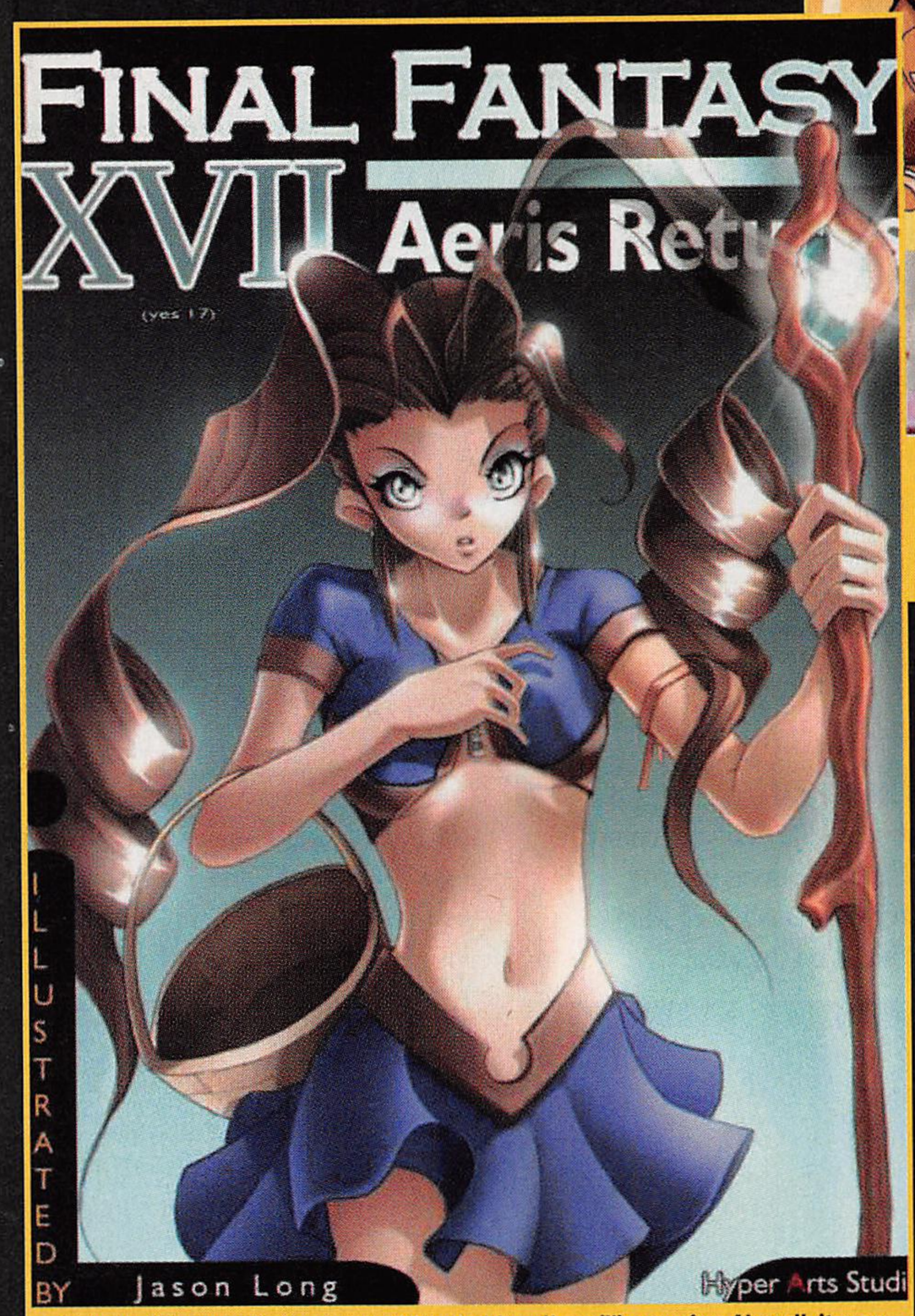
►**Dark Gamer**, age 14
spalmer@powerlink.net
Favorite Genres: RPG!!!, Action/RPG
Favorite Games: *BRAVE FENCER MUSASHI, Xenogears, Parasite Eve, Final Fantasy, Ledgend of Legaia.*
Quote: "I am invincible, my shadow skill cannot be matched. With a single stroke I AM UNBEATABLE!!"

PSM FAN ART

Every month we take a look at the coolest PlayStation fan art from the hottest new talents. If you'd like to see your illustration printed here, send us a copy! (We'll take originals too, but we can't return them). Address it to **PSM Fan Art, c/o Imagine Media, 150 North Hill Drive, Brisbane, CA 94005**. Or, even better, e-mail a hi-res version of the piece to us at **psm@imaginemedia.com**. Be sure to label the subject heading "Fan Art." Now get busy! :-)

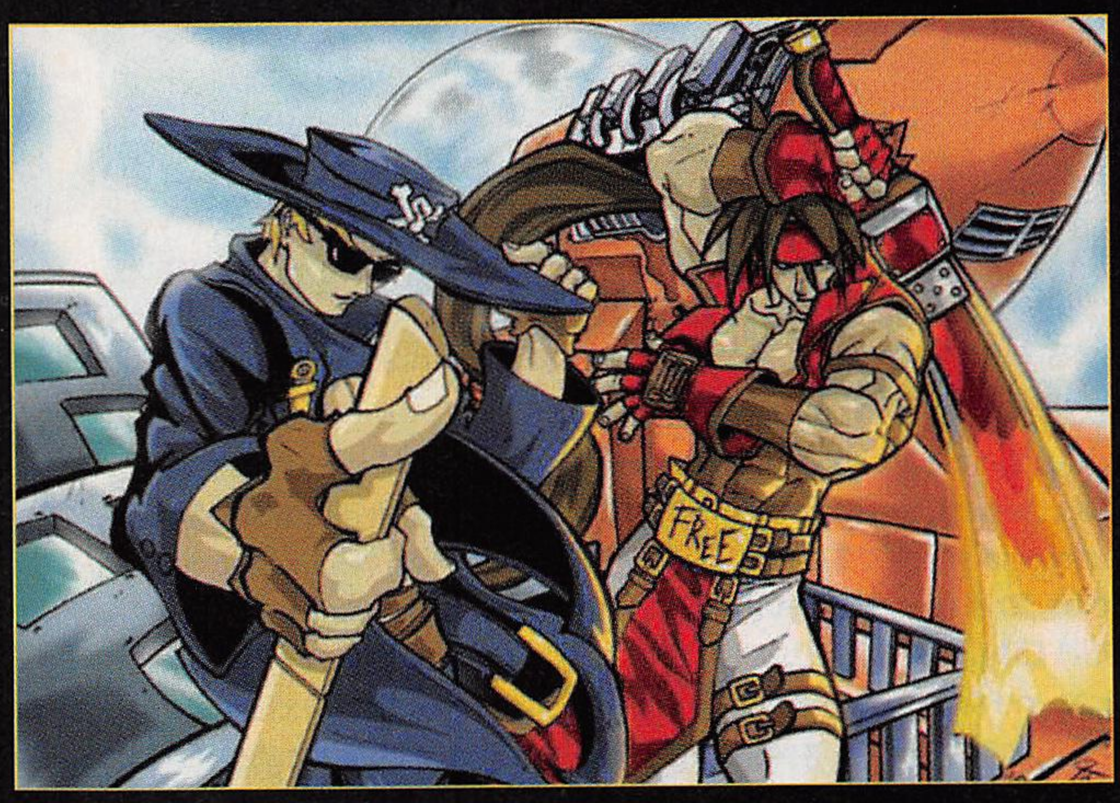
▲ **ERICK CHATEL** sends along this very cute pic of *Street Fighter's* Akuma (or "Goki," if you're in Japan). How could a little fella like this be so gosh darn mean?

▲ **JAMES KIM** sent in this picture titled "Konami's Bad Boys", featuring James from *Silent Hill 2* and Snake.



▲ If Aeris *did* return, her game would probably sell a million copies. Ah well, it may never really happen, but thanks to artist **JASON LONG**, we can dream. This piece of artwork is astonishing, and hopefully the artist will send us some more *(hint, hint :-)*

▶ The *Darkstalkers* series may not be going anywhere, but here at PSM we'll never tire of good Felecia art. *Reeow!* This sexy piece comes courtesy of the artist known only as **TENTEN**.



▶ The more we look at the characters from *Guilty Gear X*, the more we realize just how cool they are. Fan artists of the world, send us more *GGX* art! This piece from the dynamic duo of **GOLDENBOY** and **DIJINIJA** is an awesome start to what we hope will be a growing collection.

▶ **Dominic Squillace**, age 31
dsqu8469@cheatcc.com
Favorite Genres: Shooting, Survival horror, action, fighting
Favorite Games: *Metal Gear Solid, Dino Crisis1 & 2, All Resident Evils, Syphon Filter1 & 2*
Quote: "I don't know. I just work here."

▶ **Conor Tubbs**, age 13
damn_little_hooligan05@juno.com
Favorite Genres: Wrestling, Fighting, RPG, Side-Scrolling Fighters
Favorite Games: *WWF Smackdown 2, Dead or Alive 2, Jet Grind Radio*
Quote: "Evil will always triumph, because good is dumb" – Dark Helmet from 'Spaceballs'

▶ **Joe Torok**, age 12
joeman1288@aol.com
Favorite Genres: Wrestling, RPGs, Survival Horror, Action
Favorite Games: *MGS, FF9, FF8, FF7, Grand Theft Auto, RE2, RE, Silent Hill, Tony Hawk1&2*
Quote: "What the hell are you trying to pull?"

▶ **James McDonald**, age 14
jimblob87@yahoo.com
Favorite Genres: Wrestling, Fighting, Shooting, Survival Horror
Favorite Games: *WWF Smackdown Series, Resident Evil Series, Metal Gear Solid, Timesplitters, Diablo*
Quote: "I like Pie."

RESET

This issue's over, but another one is already on the way

NEXT MONTH

MAXIMUM MAXIMO CONTINUES!

Our *Maximo* "beginner's tips" were just a teaser — next issue we'll have a full-on Tokoya-grade strategy. We'll show you hidden treasure chests, secret boss tactics, and much more to make you a *Maximo* Master!

VIRTUA FIGHTER 4: PS2 PLAYTEST

We're about to get our fighting game-starved hands on Sega's premier PS2 title. We'll howl with Wolf, ogle at Sara and lay down Akira's "Stun Palm o' Doom" until the cows come home. Join us, won't you?

▲ WRITE A FUNNY CAPTION FOR THIS PICTURE!

▲ WRITE THIS CAPTION!

Jot down a funny caption for the game screen up above, and if we like yours the best, we'll send you a PSM Prize Package filled with PlayStation games and goodies! Send your entry to **PSM Caption #55, c/o Imagine Media, Brisbane, CA 94005** (or at **psm@imaginemedia.com**, with "**PSM Caption #55**" in the subject header). Be sure to include your full name and address so we can contact you if you win. Good luck!

AND THE WINNER IS...

DEAN HAIRE is the winner of our August (issue 51) Caption Contest. You can check out his winning caption below. Dean, your PSM Prize Pack is on the way!

▲ ""Thanks for the autograph, Sinbad!"

3 YEARS AGO IN PSM...

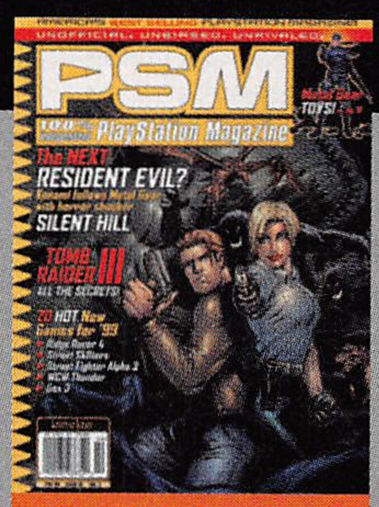
FEBRUARY, 1999

Memories of Silent Hill

Ah, *memories*. We'll never be able to smell a rotting corpse again without being whisked away to the first time we played the original *Silent Hill*. As autumn leaves change color and fall, so will we remember the skinless little devil children that chased us with knives.

But enough reminiscing — that ship has sailed, and we must move on. Our February '99 issue also featured *Tomb Raider III*, the adventure that saw Lara's assets start to show signs of sagging.

Hey, here's a fun activity: if you have this issue, take a good, long look at the dark, scary cover, then quickly open to the fruity, pastel-colored inside of the magazine. Now do it again. And again. One more time... HEADRUSH!



▲ What dark, brooding evil lurks beyond this cover? Why, page after page of baby blue and pink!

100% INDEPENDENT
PSM
PS2 & PLAYSTATION MAGAZINE
February 2002 • Vol 6, No. 2 • Issue 55
ISSN: 1095-4163

EDITORIAL STAFF
Chris Slate Editor-In-Chief
Bill Donohue Managing Editor
Stephen Frost Senior Editor
Randy Nelson Reviews Editor
Chet Barber Associate Editor
Tommy Layton News Editor
Dan Fitzpatrick Art Director
Gary Liew Associate Art Director
Editorial Contributors Francesca Reyes, Dan Egger
Cover Illustration Duncan Rouleau, Aaron Sowd, Dean White

PRODUCTION STAFF
Richard Lesovoy Production Director
Larry Briseno Production Coordinator

CIRCULATION STAFF
Kate Bailey Group Subscription Director
Amy Nibbi Subscription Director
Mimi Hall Newsstand Marketing Manager
Janet Amistoso Direct Marketing Specialist

ADVERTISING STAFF
Andy Swanson Advertising Director
aswanson@imaginemedia.com (415) 656-8749
Peter Stringfellow Associate Advertising Director
pstringfellow@imaginemedia.com (415) 656-8542
Nate Hunt SW Account Executive
nhunt@imaginemedia.com (415) 656-8536
Tiffany Song Bay Area/NW Sales Manager
tsong@imaginemedia.com (415) 656-8304
Shawna Rogers Bay Area/NW Account Executive
skanne@imaginemedia.com (415) 656-8558
Wilson Lau East Coast Sales Manager
wlau@imaginemedia.com (212) 287-5105
Holly Neal East Coast Account Executive
hneal@imaginemedia.com (212) 231-4075
Megan Fischer Ad Services Manager
mfishcer@imaginemedia.com (415) 656-8422

PSM Customer Care
P.O. Box 5154
Harlan, Iowa 51593-0654
1-800-477-0484
psmcustcare@email.cdsfulfillment.com
http://service.imaginemedia.com/

PSM: 100% Independent PS2 & PlayStation Magazine is published monthly by Imagine Media, 150 North Hill Drive, Brisbane, CA 94005, USA. Periodicals postage paid in Brisbane, CA and at additional mailing offices. Ride along versions are C2. Newsstand distribution is handled by Curtis Circulation Co. Basic subscription rates: one year (12 issues) $20 U.S., Canada $34 U.S. (Canadian price includes GST (GST #128220688), foreign $44 U.S. Prepaid in U.S. funds only. POSTMASTER send changes of address to PSM—100% Independent PS2 & PlayStation Magazine, P.O. Box 5154, Harlan, Ia 51593-0654. Copyright 2002, Imagine Media, Inc. All rights reserved. Reproduction in whole or part is prohibited. Imagine Publishing, Inc. is not affiliated with the companies or products covered in PSM. PRODUCED IN THE UNITED STATES OF AMERICA.
CPC Int'l Pub Mail # 1195484.

Audit Bureau of Circulations Member

imagine MEDIA WITH PASSION

Imagine Media, Inc., 150 North Hill Dr., Brisbane, CA 94005
(415) 468-4684 www.imaginemedia.com

Chief Executive/Future • **Greg Ingham**
President • **Jonathan Bint**
Vice President/CFO • **Tom Valentino**
Vice President/HR • **Steve Leibman**
Vice President/Circulation • **Holly Klingel**
General Counsel • **Charles Schug**
VP/Editorial Director • **Matt Firme**
Group Publishing Director • **Simon Whitcombe**

the future network
Media with passion

The Future Network serves the information needs of groups of people who share a passion. We aim to satisfy their passion by creating magazines and websites that offer superb value for money, trustworthy information, multiple ways to save time and money, and are a pleasure to read or visit. This simple strategy has helped create one of the fastest-growing media companies in the world: we publish more than 100 magazines, 20 magazine websites and a number of web networks from offices in five countries. The company also licenses 42 magazines in 30 countries.The Future Network is a public company quoted on the London Stock Exchange (symbol: FNET).

Media with Passion
Bath, London, Milan, Munich, New York,
Paris, San Francisco

It's Here! America's best-selling PlayStation mag is proud to present the fourth annual ...

Only $9.99

100% INDEPENDENT

PSM

PS2 & PLAYSTATION MAGAZINE

PS2 & PLAYSTATION CODEBOOK

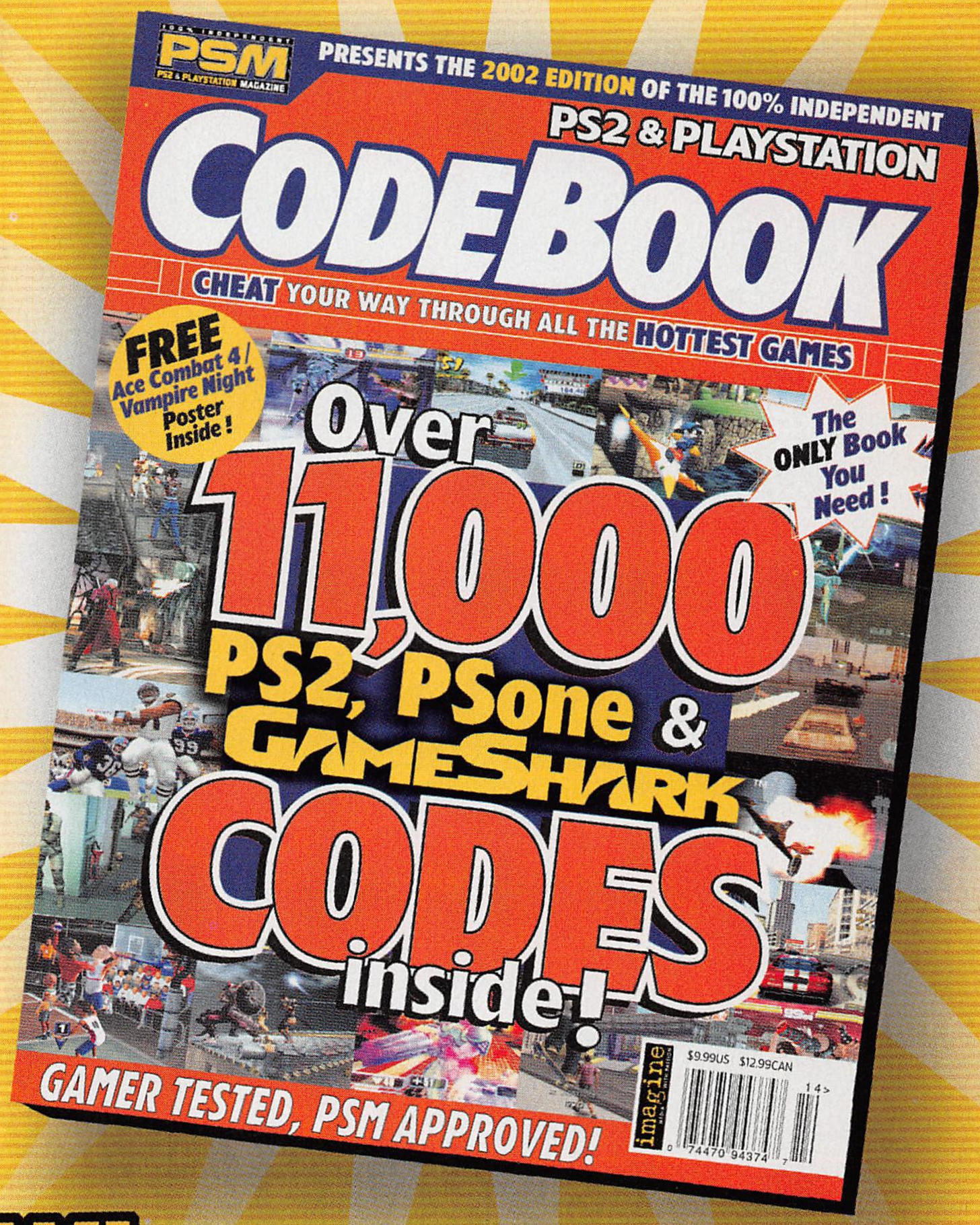
2002 EDITION

The complete library—every CODE, CHEAT, and PASSWORD for nearly EVERY PlayStation game released through December 2001!

Every GameShark™ code in existence brought to you from Interact!

Complete listing from A to Z—NEVER hunt for a code again!

The ONLY book you'll ever need—and it's from *PSM!*



ON SALE NOW!

Explore the mystery. Unlock the power.

A full featured RPG set in 4 beautiful and deep elemental forests.

Battle with up to 8 monsters at a time using the innovative combat system.

Capture and cross breed over 200 species of monsters and create over a billion combinations.

© 2001 Genki Co., Ltd. All rights reserved. Published and distributed by Ubi Soft Entertainment under license from Genki Co., Ltd. Jade Cocoon is a trademark of Genki Co., Ltd. and is used under license. Ubi Soft and the Ubi Soft Entertainment logo are registered trademarks of Ubi Soft, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.
All other trademarks are the property of their respective owners.

Become the Master.

Guide Kahu through the ancient and eternal forests of the four elements, to rid himself from the Karma parasite and save humanity from extinction. With his powers of monster magic and his sidekick Nico, he must build an army of monsters, find the four orbs of sacred power and exterminate the Karma from the world.

Jade Cocoon™ 2

A New Breed of Role-Playing

RATING PENDING
RP
CONTENT RATED BY ESRB
Visit www.esrb.org or call 1-800-771-3772 for more info.

PlayStation®2

Genki

Ubi Soft ENTERTAINMENT®
www.ubisoft.com

A HERO
WITH HIS HEART
IN THE RIGHT
PLACE.

MAXIMO™
Ghosts To Glory

DON'T GET CAUGHT WITH YOUR PANTS DOWN.
Reserve Your Copy Now! www.capcom.maximo.com

CAPCOM

PlayStation®2

TEEN
T
CONTENT RATED BY ESRB

Violence

©CAPCOM CO., LTD. 2001 ©CAPCOM U.S.A., INC. 2001. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD. MAXIMO is a trademark of CAPCOM CO., LTD. Character by ©2001 Susumu Matsushita Company/Master Licensor Dream Ranch Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.